

**TOP**  
Every Thursday

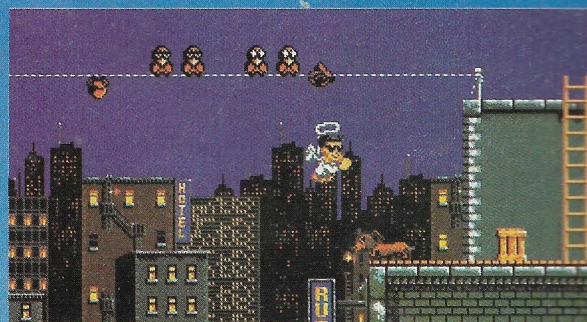
THE COMPUTER AND CONSOLE GAMES MAG TO BUY

# GAMES-X

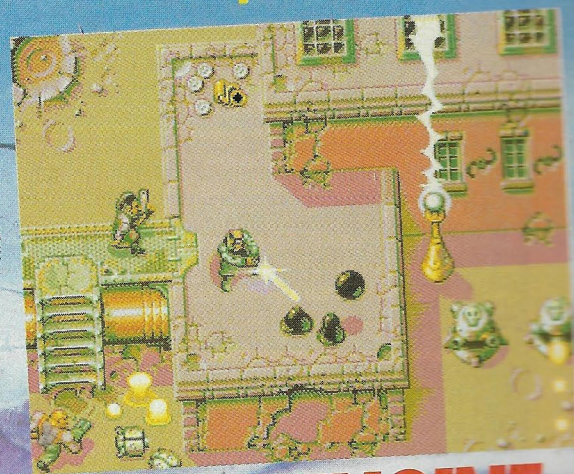
17th - 23rd  
Oct '91  
Issue 26

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

## BARBARIAN II REVIEWED



**EXCLUSIVE HUDSON HAWK  
SNEAKY PEEK p.43**



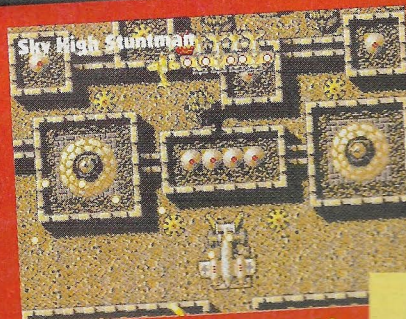
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- ★ HARD NOVA
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- ★ F-117A STEALTH FIGHTER 2.0
- ★ KNIGHTMARE
- ★ BLADES OF STEEL - GAME BOY



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PLUS FOUR WALKMANS page 9**



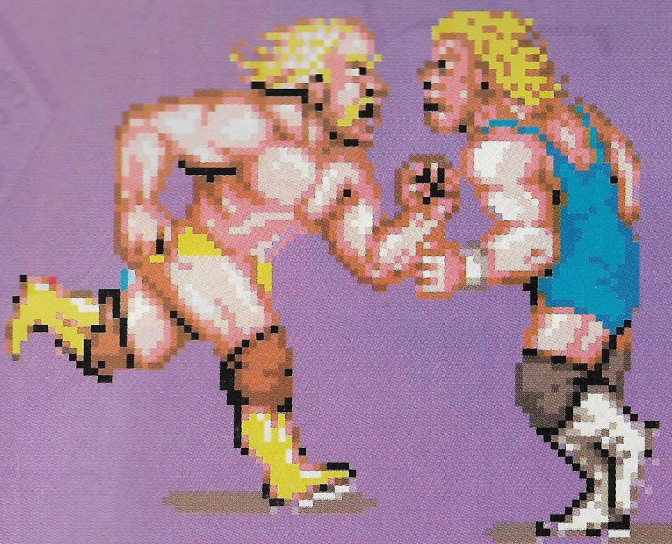
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**EXCLUSIVE SOFTWARE CHARTS DIRECT FROM GALLUP**



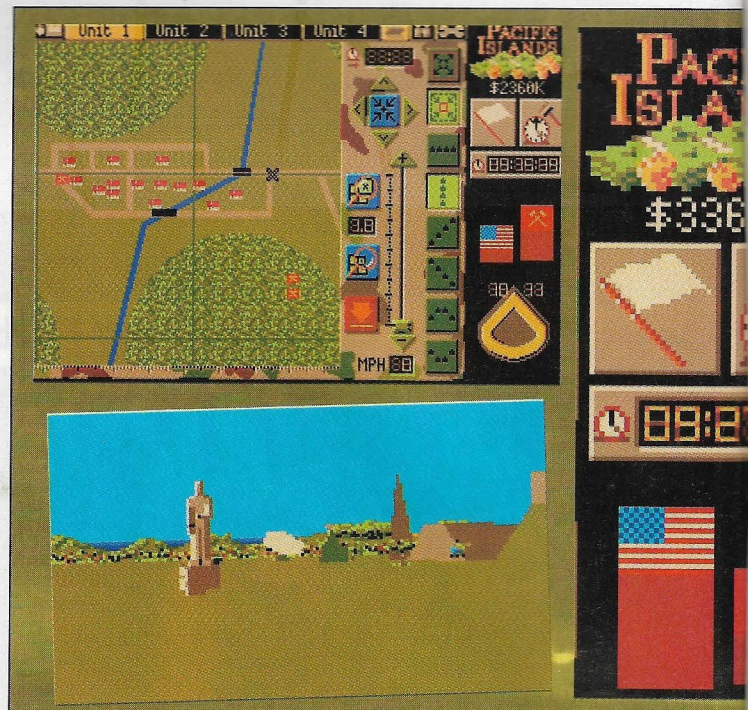
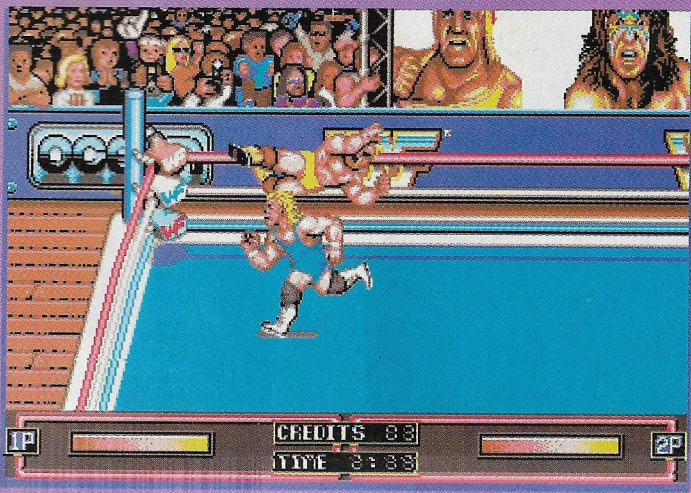
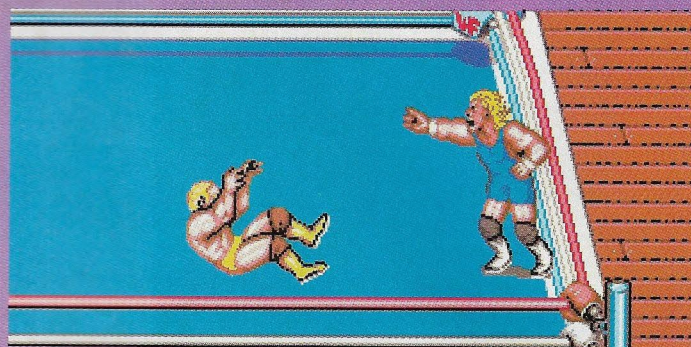


## WORLD WRESTLING FEDERATION

**T**wilight is putting the finishing touches to Ocean's Christmas number one hope. Already a smash hit on Sky TV, *WWF Wrestling* is due for release on almost every format just in time for the festive season.

Assuming the guise of Hulk Hogan, the Ultimate Warrior, or even British Bulldog, your task is to become the undisputed WWF Champion.

En route you'll battle against household names such as Sergeant Slaughter and the Warlord. In an anything goes competition you'll fight outside the ring and even smash your opponents over the head with a chair! Grapple fans get ready, *WWF Wrestling* is here to stay!



## PURE THEATRE

If Cinemaware revolutionised computer games with cinematic production, then Revolution Software is destined to take this visual and sonic experience that one step further.

The system, which is called **Virtual Theatre**, is a new and incredibly advanced game design which is being heralded as the greatest step in computer gaming ever.

Revolution, headed by design vet Charles Cecil, is currently embroiled in the first game, *Lure of the Tempress* which is to be published by Mirrorsoft.



*Tempress* is a graphically and sonically stunning adventure played in real-time with an ingenious control interface designed to be simple to use.

Using a system called 'autorouting', the entire world within the game runs independently of the player.

With the easy-to-use interface, unmatched presentation and reality and

## ELVIRA II – THE JAWS OF CERBERUS

**T**his is the role-playing sequel to the immensely successful and critically acclaimed *Elvira Mistress of the Dark*. *Jaws of Cerberus* pits you against a powerful force which has infiltrated Elvira's movie studio.

What's more, the horror queen herself has gone missing and three movie sets have erupted, with the most hideous monsters from the horror genre spilling out into the world to cause mayhem.

Your task will be to rescue the curvaceous lovely, battling through graveyards, catacombs and many other haunted stock gothic scenes. *Cerberus* is an amazing five times larger than the original *Elvira*, comprising some 4,000 locations. From the stunning box illustrations by award-winning D and D artist, Jeff Easley, to the grisly animations which haunt throughout, this is an impressive production.

Not only does *Cerberus* look impressive, it's an RPG fan's delight with hundreds of characters and an ingenious program management system which makes the game ever-changing and keeps you guessing. At first, *Jaws of Cerberus* will only be available on PC in November, with other formats expected in the new year.

# TEAM YANKEE II: THE PACIFIC ISLANDS

**L**ike so many other games, October has been pencilled in for the release of *Team Yankee 2*. Subtitled *The Pacific Islands*, *Team Yankee 2* is a significant advance on the original in terms of gameplay, strategy and visual effects.

Set in a series of Pacific islands which have been overcome by Russian forces your task, as Commander of the Team Yankee brigade, is to regain all the islands and send the Soviets packing.

In addition to the deployment of troops and destruction of enemy installations you are also responsible for the purchase and renewal of equipment. You must also be sure to only attack Russian targets for destroying native settlements will receive condemnation from all parties.

*Team Yankee 2* will be available from Empire in November. The game will be sold on PC, ST and Amiga formats.

true real-time, Virtual Theatre is an exciting experience.

Lure of the Temptress is scheduled to be released in the early part of '92.

## LEGEND

**Legend** is the prequel to *Bloodwych* – telling the story of what happened before *Bloodwych*. The game is being designed by Tag and Pete James, and graphically the game is much stronger than *Bloodwych*, in that it uses both 3D and 2D elevations.

The gameplay is a fine mix of adventure and puzzle solving, role-playing and battle strategy which makes

**Legend** even bigger, more changeable and open-ended than the sizeable *Bloodwych* world. The control interface has been enhanced and there are many sub-games which are an integral part of the game.

One in particular is a potion concoction screen allowing you to mix and experiment with a wide variety of unreal substances.

**Legend** has been designed with true adventurers in mind and the plot is deep and seemingly unfathomable, although the ratio is 70 per cent action and 30 per cent strategy.

Published by Imageworks, **Legend** is due for release in December.

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Join US Gold's wonderfully wacky Bonanza Brothers in an amazing competition in which you can win an awesome ghetto-blastor or a superb Walkman!

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## Game of the Week



### BARBARIAN II 12

He's big, he's bad, he's back! He's Hegor the Barbarian, bent on bashing baddies and bound to bring bloodshed.

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He makes Ebenezer Scrooge look like the laughing policeman but he sure knows his stuff.

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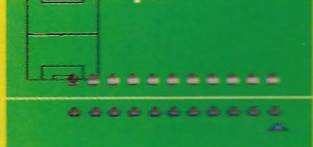
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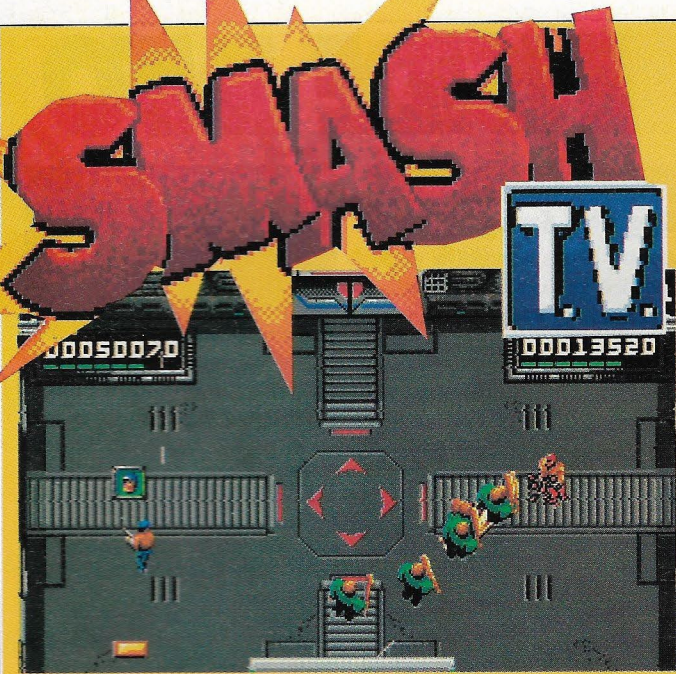
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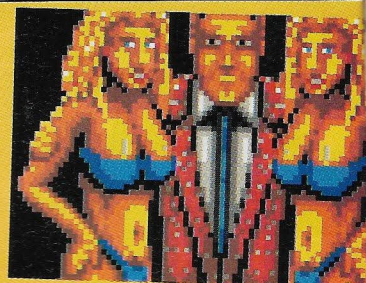


## SMASH TV

**P**repare yourself for the ultimate game show challenge. In 1999 the most hair-raising game show of all time monopolises the ratings. With the chance to win unequalled luxury in prizes and cash, its concept is extremely desirable.

Material gain however, is ancillary - physical well-being is what dominates the theme. Winners gain wealth beyond their wildest dreams, losers at least get the peace of death.

Ocean's *Smash TV* is converted from the original coin-op and features 50 interchanging stages spread over three levels. Due for a November release, *Smash TV* will be available on all major formats.



## FIRE AND ICE

Game design team, Graftgold, is proving its versatility as it transcends the gap between the strategy and adventuring found in *Realms*, to the land of platform arcade action.

The game stars a crazy wolf character which must battle through many different environments, from snowy wastes to fiery hells. Each of these regions is inhabited by an unstoppable flow of adversaries.

*Fire and Ice* uses all the most up to date platform features, such as parallax scrolling and large character sprites, and this is backed up by impressive screen

presentation and first class graphics and animation.

## SORCERER'S APPLIANCE

More Babes, more Brewskis and more Bad Jokes, in the latest graphic adventure for the broad-minded from the Steve Meretsky stable.

Author of such titles as *Spell-Casting 101* and *Leather Goddesses of Phobos*, Meretsky has now produced the sequel to *Spell-casting 101* called *The Sorcerer's Appliance*.

Published by Accolade, *Sorcerer's Appliance* takes us back onto the campus at the Sorcerer's University for a

saucy romp starring Ernie Eaglebeak. Ernie is about to experience those quaint initiation ceremonies, aptly known as Hell Week!

Every night of the week the vindictive Pledgmaster dons a chicken suit and burdens Ernie with a ridiculously impossible task. Fortunately, an Eaglebeak knows where to get help - create it! Using the mysterious *Sorcerer's Appliance* he creates the perfect woman, Eve.

High jinks and bawdy entertainment guaranteed with plenty of squeaking bedsprings and bedroom spyholes - sounds like *Porky's* has hit our little screen! *Sorcerer's Appliance* will be released in late October on PC only. The

possibility of an Amiga version is in the balance at the moment.

## CD LOOM

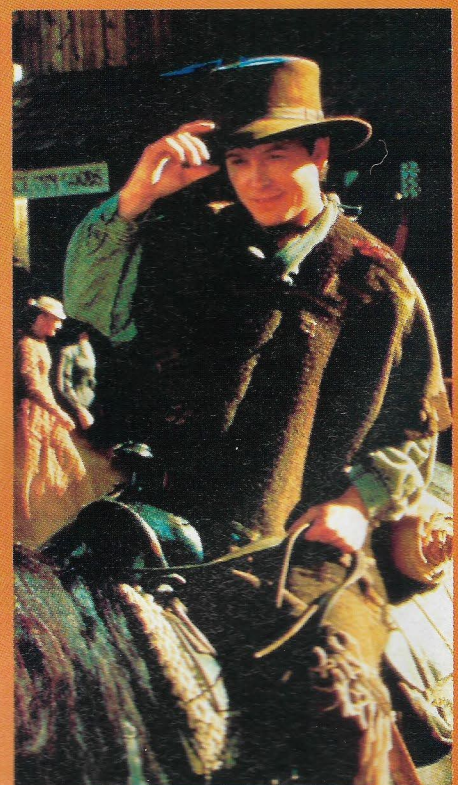
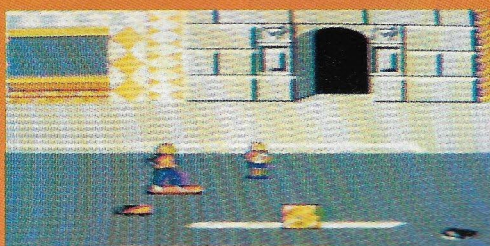
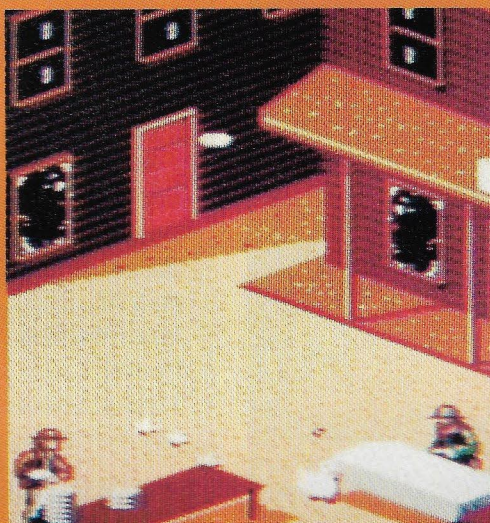
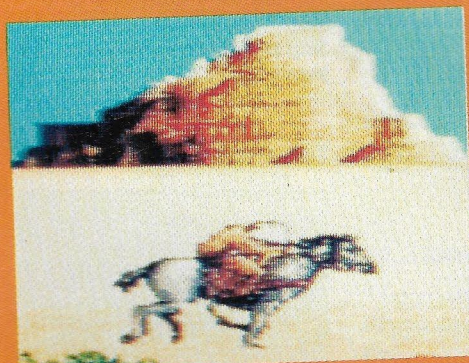
Lucasfilm Games is set to release both *The Secret of Monkey Island 2: LeChuck's Revenge* and *Indiana Jones 4: The Fate of Atlantis* this Christmas. You may also be interested to hear that the company is also planning to release its first CD-ROM game early in 1992.

*Loom* will initially be available for PC compatible machines and features state-of-the-art sound and speech. Whether the graphics will be improved further is still unknown.

## BTTF

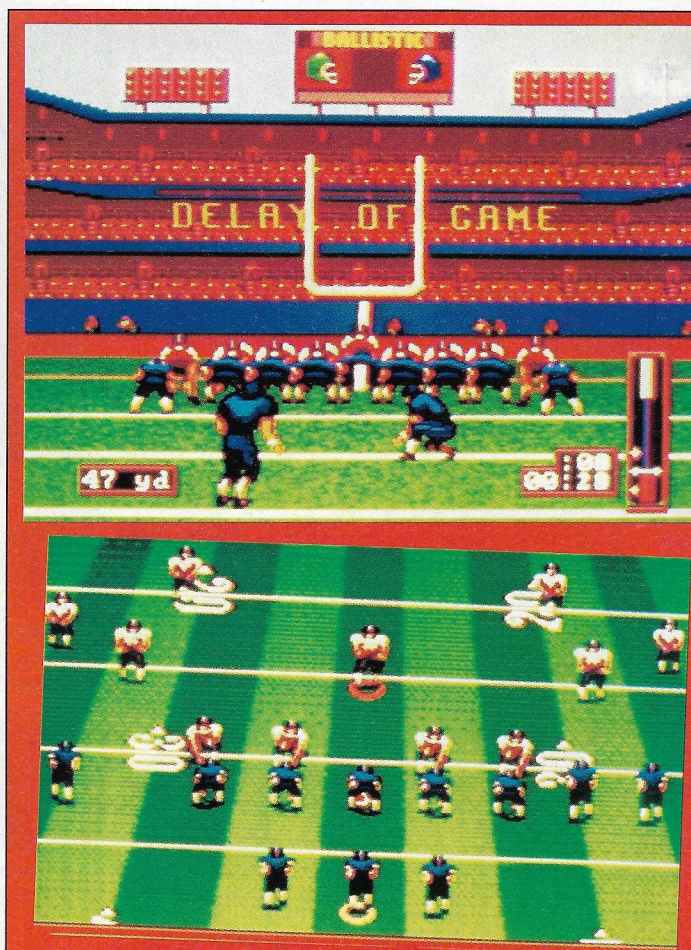
**I**mageworks' two big license games *Back to the Future II* and *III* are set to be released on the Sega Mega Drive. In *BTTF II*, the majority of the action is with Marty on his hoverboard dodging the traffic and the rich Biff's minions.

In *III*, the action in the wild west is somewhat varied with Marty gun-slugging, riding and fighting for his life. Both games were chart busters on computer and this popularity is predicted to carry on.





Keep an eye out for Loom early next year, it'll certainly be impressive.



## MIKE DITKA

**W**ho's Mike Ditka, I hear you cry in unison? No, he's not telly's steam-rolling steeplejack, he is in fact coach of the Superbowl-winning Chicago Bears. Humbly dubbed 'The Ultimate Football Game', this is a great balance of strategy and action contained in three game modes.

You can choose from up to 28 different teams, each with a 32 player roster and 132 different plays. Or you can even design your own. In play, there's multi-angle player perspectives which give the impression that the game is being televised.

The game has two main modes; off screen when you train the team and then there's physical action on the field, with easy to grasp throwing, moving and kicking controls.

Initially the game will only be available on PC and compatibles in mid-November.

## COMPUTER ADVENTURE IN A WORLD OF MAGIC CONTINUES...



## HEROQUEST

### RETURN OF THE WITCH LORD

ADDITIONAL QUESTS FOR THE No.1 GAME HEROQUEST

The Witch Lord has returned to the fallen city of Kalos and now sits on the throne watching the Plains of Death, seeing anyone who dares approach. You must make the journey to Kalos and search out the Witch Lord or the Empire could fall to his evil minions.

Available now on: Amiga, Atari ST/STE and Amstrad, Spectrum and Commodore 64 cassette and disk.



Gremlin Graphics  
Software Ltd., Carver House,  
2-4 Carver Street, Sheffield S1 4FS.

HeroQuest  
© 1991 Hasbro  
Bradley UK  
Limited in  
association with  
Games Workshop  
Limited.

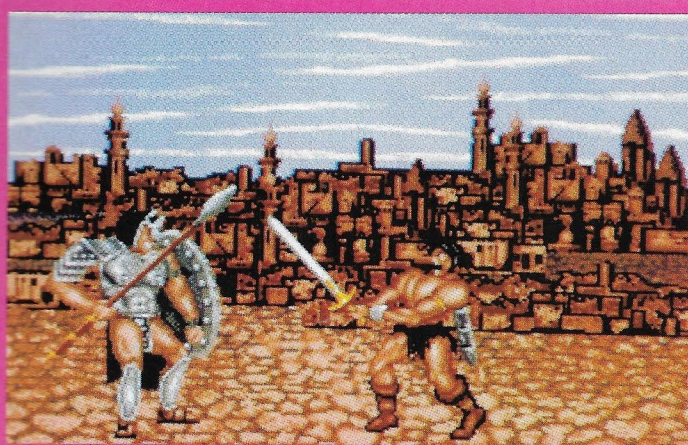
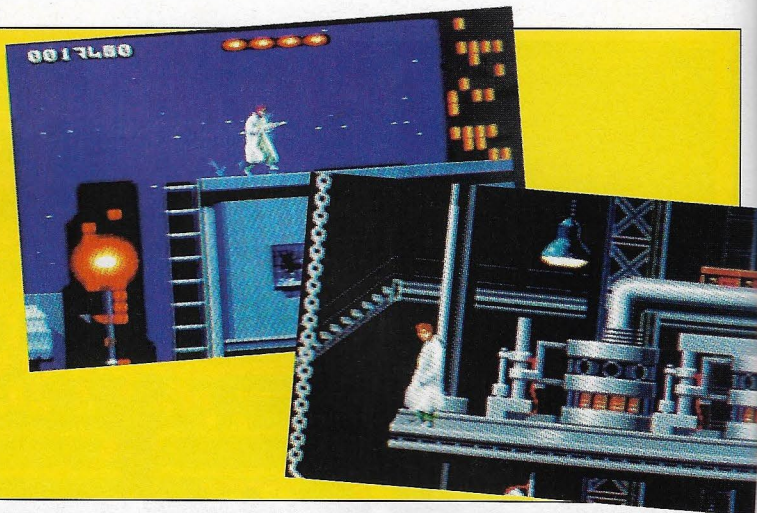
This is not a game in itself. A copy of HeroQuest is needed to play Return Of The Witch Lord  
Spectrum, Amstrad, CBM64/128 Cassette £5.99  
Spectrum, Amstrad, CBM64/128 Disk £7.99  
Atari ST, Amiga £14.99

# SEGA TERMINATOR

**W**on't the *Terminator* ever lie down? The metallic monster is back in its first role as the unstoppable assassin. Early 1992 will see the return of the Terminator on the Sega Master System and Mega Drive.

You play the role of Kyle Reese, a time traveller from the future. Returning to Los Angeles in 1980, your task is to save Sarah Connor from the dreaded Terminator.

The game is currently in the final stages of development with Probe Software and will be released by Virgin Games. Sega Master System and Mega Drive owners should keep their eyes peeled in the new year.



## CONAN THE CIMMERIAN

**N**ow's your chance to live the life of *Conan the Cimmerian* with Virgin Games' 600-screen fantasy epic. Seeking to avenge the murder of his family, Conan ventures forth to destroy the hordes of Thoth Amon, high priest of the vile cult of Set.

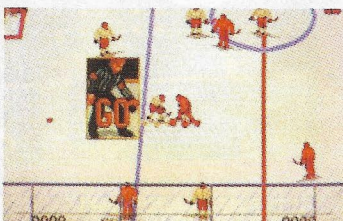
Travelling around 200 locations, Conan must battle hideous monsters in a bid to learn the secrets of the high priest. Only when ready will he be able to enter the Temple of Skulls and defeat Thoth Amon.

During play would-be Conans will be able to switch between role-playing and good ol' hack 'n' slay. *Conan the Cimmerian* is scheduled for release on the PC and Amiga at the end of October.



## FACE OFF

People love sports sims – it's official! In the tradition of *Kick Off*, *Krisalis* is due to release **Face Off** at the end of October. Available for the Amiga and ST the game follows the violent world of international ice hockey.



As with other *Krisalis* sports sims, *Face Off* allows gamers to play an arcade version, a managerial game or a combination of the two.

*Face off* will allow up to four players to participate in a 30 nation knock out. If the pure arcade game is selected the player will have to rely on his skill. Alternatively, brains and planning will triumph in the managerial section.

*Face Off* features a wealth of options, including the no rules scenario where anything goes – even punch-ups!



The game's attention to detail has also been concentrated on, the game even features skate marks on the ice! So, ice hockey fans get ready, October will be time for *Face Off*!

## WORLD OF COMMODORE

If you own or use a Commodore machine, then *Earl's Court 2* will be the place to be this November. No doubt thousands of you will have been disappointed at missing out on the annual **September show**.

Well, worry no longer. The 14th to the 17th of November will see Future Publishing and Commodore teaming up to bring you what looks set to be the show of the year.

Some of the software industry's biggest names have already signed up for the event. If you'd like to get tickets call the hotline on 051 356 5085.

## WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, **What's Out and When** is our guide to when the games are actually due to hit the streets. The list below details which games will be released – ie when you will be able to buy them – during the next seven days...

Product	House	Team	Format	Price	Date
Barbarian II	Psygnosis	DMA	Amiga, St	£95.99	22/10/91
Big Deal II	Accolade	Capstone	PC	£34.99	23/10/91
Boston Bomb Club	Palace	In house	Amiga, ST, PC	£25.99	23/10/91
Cadaver	Imageworks	Bitmap Bros	PC	£35.99	25/10/91
Captain Planet	Mindscape	Jason Kingsley	Amiga, ST	£25.99	24/10/91
Casino	Accolade	Capstone	Amiga	£24.99	23/10/91
Deathbringer	Empire	In House	C64 cass	£10.99	21/10/91
			C64 disk	£15.99	21/10/91
Elvira II – The Jaws of Cerberus	Accolade	In house	PC	£39.99	25/10/91
Mike Ditka's Power Football	Accolade	Ballistic	Mega Drive	£39.99	25/10/91
Mobil Travel Partner	Accolade	Capstone	PC	£34.99	23/10/91
Soccer Compilation	Empire	In house	Amiga, ST, PC	£25.99	21/10/91
			C64, Spectrum, Amstrad cass	£12.99	21/10/91
			C64, Amstrad disk	£15.99	21/10/91
Speedball 2	Sega	In house	Mega Drive	£39.99	21/10/91
Timetable of History 5 & I	Mindscape	Software Toolworks	PC CD ROM	£116.33	21/10/91
TV Sports Baseball	Mirrorsoft	Cinemaware	PC	£35.99	24/10/91
TV Sports Rollerbabes	Mirrorsoft	Cinemaware	PC	£35.99	24/10/91



# ATARI ST 520ST-E DISCOVERY XTRA PACK

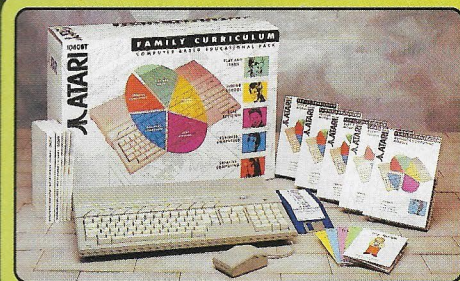
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512K 520ST-E + MOUSE .....	£329.99
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DRAGONS BREATH - Adventure .....	£29.95
INDIANA JONES - Arcade Adv .....	£19.95
SUPER CYCLE - Racing Game .....	£19.95
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EMULATOR.ACC - Utility Software .....	FREE
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NEOCHROME - Art Package .....	£29.99
ST TOUR - Tutorial .....	£4.99
<b>JOYSTICK CONTROLLER:</b>	
ATARI CX40 JOYSTICK .....	£4.99
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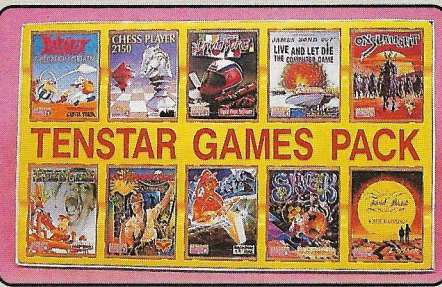
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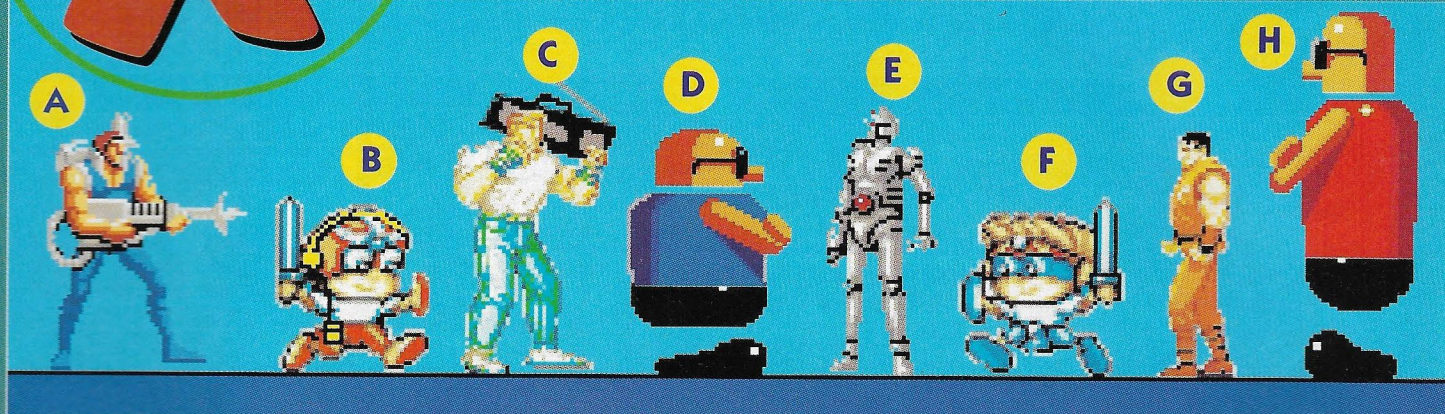
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# COMPO BAG THE SWAG



**A SUPER SONY CD GHETTO-BLASTER AND FOUR WALKMANS MUST BE WON!**



**O**K, here's the score. There's been a robbery down at the US Gold offices and someone has run off with the prizes we were going to give away with this competition. Following the usual procedure we've pulled in the most likely suspects. In fact those dodgy twins, the Bonanza Brothers, are in the cells right now. The strange thing is that the boys both have concrete alibis.

So, in order to ensure that justice is done, we're going to hold an identity parade. All you have to do is guess which of these iffy characters really nicked the goodies.

## HUGE HANDY HINT

As a clue, we still haven't managed to recover the stolen prizes. If you can tell us which pair have done the dastardly deed you could win the first prize - a super-duper Sony ghetto-blaster with a built-in CD player!

There are also four runners-up prizes of a hip and trendy Sony sports Walkman! So have a good look at these would-be villains and tell us who dunnit!

## BUNDLES OF BONANZA BOOTY

1. The tea-leaf who half-inched the ghetto-blaster is:

Letter: \_\_\_\_\_

2. The chap who had it away with the Walkman is:

Letter: \_\_\_\_\_

Name .....

Address .....

Post Code .....

The machine I use most is:

But I also use .....

### RULES

No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The judge's decision is final. No photocopied competition entries will be accepted.

**All entries must arrive no later than October 31st.**

All entries must arrive no later than October 31st. Send 'em to Bonanza Bros Compo, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.



# GALLUP CHARTS

It's hot, it's happening... it's the weekly all formats chart from Gallup, exclusive to Games-X.

1	★	<b>TERMINATOR 2</b> House: OCEAN Team: DEMENTIA
2	▼	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
3	★	<b>MAGIC POCKETS</b> House: RENEGADE Team: BITMAP BROTHERS
4	▼	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
5	▼	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
6	▼	<b>SILENT SERVICE 2</b> House: MICROPROSE Team: MPS LABS
7	◆	<b>MIDWINTER 2</b> House: RAINBIRD Team: MIKE SINGLETON
8	★	<b>LAST NINJA 3</b> House: SYSTEM 3 Team: DAVE COLLINS
9	▲	<b>SPEEDBALL 2</b> House: IMAGEWORKS Team: BITMAP BROTHERS
10	▼	<b>RODLAND</b> House: STORM Team: SALES CURVE
11	▼	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
12	▲	<b>HEROQUEST</b> House: GREMLIN Team: 221B
13	▼	<b>MONKEY ISLAND</b> House: LUCASFILM Team: IN HOUSE
14	▼	<b>CRUISE FOR A CORPSE</b> House: US GOLD Team: DELPHINE
15	▼	<b>THUNDERHAWK</b> House: CORE DESIGN Team: MARK AVORY
16	★	<b>MULTI-PLAYER SOCCER MANAGER</b> House: D&H GAMES Team: IN HOUSE
17	★	<b>RAILROAD TYCOON</b> House: MICROPROSE Team: MPS LABS
18	▼	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
19	★	<b>EYE OF THE BEHOLDER</b> House: US GOLD Team: SSI
20	▼	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN

1	▲	<b>NEW ZEALAND STORY</b> House: HIT SQUAD Team: CHOICE
2	▼	<b>BUBBLE BOBBLE</b> House: HIT SQUAD Team: SOFTWARE CREATIONS
3	◆	<b>DRAGON NINJA</b> House: HIT SQUAD Team: OCEAN FRANCE
4	▲	<b>TURBO OUTRUN</b> House: KIXX Team: ICE SOFTWARE
5	▼	<b>BATMAN - THE MOVIE</b> House: HIT SQUAD Team: OCEAN
6	★	<b>RETURN TO EUROPE</b> House: ANCO Team: DINO DINI
7	▼	<b>INDIANA JONES - LAST CRUSADE</b> House: KIXX Team: TIERTEX
8	▼	<b>SHINOBI</b> House: MASTERTRONIC Team: BINARY DESIGN
9	▲	<b>MOONWALKER</b> House: KIXX Team: IN HOUSE
10	★	<b>DIZZY PANIC</b> House: CODEMASTERS Team: OLIVER TWINS

1	★	<b>TERMINATOR 2</b> House: OCEAN Team: DEMENTIA
2	◆	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
3	★	<b>MAGIC POCKETS</b> House: RENEGADE Team: BITMAP BROTHERS
4	▼	<b>SILENT SERVICE 2</b> House: MICROPROSE Team: MPS LABS
5	▼	<b>MIDWINTER 2</b> House: RAINBIRD Team: MIKE SINGLETON
6	★	<b>LAST NINJA 3</b> House: SYSTEM 3 Team: DAVE COLLINS
7	◆	<b>MONKEY ISLAND</b> House: LUCASFILM Team: IN HOUSE
8	▼	<b>CRUISE FOR A CORPSE</b> House: US GOLD Team: DELPHINE
9	▼	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
10	▼	<b>PGA TOUR GOLF</b> House: ELECTRONIC ARTS Team: LEE ACTOR

1	◆	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
2	★	<b>TERMINATOR 2</b> House: OCEAN Team: DEMENTIA
3	★	<b>MAGIC POCKETS</b> House: RENEGADE Team: BITMAP BROTHERS
4	▼	<b>RAILROAD TYCOON</b> House: MICROPROSE Team: MPS LABS
5	▼	<b>FLIGHT OF THE INTRUDER</b> House: MIRRORSOFT Team: SPECTRUM HOLOBYTE
6	▼	<b>THUNDERHAWK</b> House: CORE DESIGN Team: MARK AVORY
7	▼	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
8	▼	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
9	★	<b>PREDATOR 2</b> House: IMAGEWORKS Team: ARC DEVELOPMENTS
10	★	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS

1	▲	<b>GUNSHIP 2000</b> House: MICROPROSE Team: MPS LABS
2	★	<b>F-117A STEALTH FIGHTER 2.0</b> House: MICROPROSE Team: MPS LABS
3	▲	<b>COLOSSUS CHESS X</b> House: CDS Team: IN HOUSE
4	★	<b>JETFIGHTER 2</b> House: US GOLD Team: BOB DINNEMAN
5	★	<b>TERMINATOR 2</b> House: OCEAN Team: DEMENTIA
6	★	<b>GAUNTLET 3</b> House: US GOLD Team: SOFTWARE CREATIONS
7	★	<b>EYE OF THE BEHOLDER</b> House: US GOLD Team: SSI
8	★	<b>BUDOKAN</b> House: ELECTRONIC ARTS Team: IN HOUSE
9	★	<b>SECRET WEAPONS OF THE LUFTWAFFE</b> House: LUCASFILM Team: IN HOUSE
10	★	<b>FUN SCHOOL 3 (6-8 YEARS)</b> House: EUROPRESS SOFTWARE Team: IN HOUSE

★ New Entry ▲ Climber ◆ Non mover  
▼ Faller ★ Re-entry

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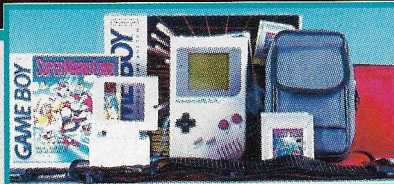


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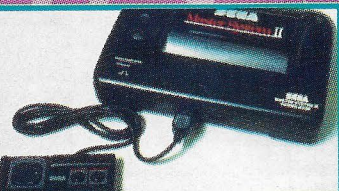


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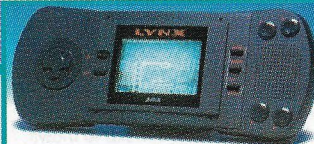
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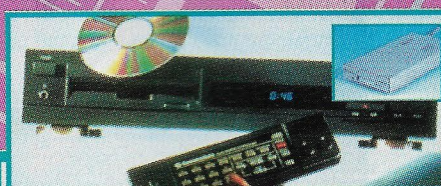
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# ABRACADABRA



Necron the evil sorcerer has risen again and only you, Hegor, can stop him



Lurking in some dark corner of the land he uses weird and wonderful magic to resurrect himself



While inhaling raw magic power, Necron readies himself for the awesome transformation into...



Necron the all-powerful. No longer does he resemble the human being he once was, but now an undead necromancer of the night

Alex



**Hegor the Barbarian** was the most famous dragon slayer of them all. Many years ago he ventured into the underground realms where the evil Necron dwelled, his objective to find the wizard and destroy him...

If you've seen the original Barbarian by Psygnosis, not to be mistaken with Palace's effort, you will realise that the game was truly outstanding for the time of release (way back in the mid-80s). If you were successful in your quest you will have seen Necron defeated by his own magic and the land freed from his dark reign.

Hegor was richly rewarded with gold and treasures beyond belief and even offered the throne of the kingdom. As much as Hegor was blessed with brawn he lacked a little intelligence. He may have been a hero, but he wasn't really suited to kissing babies, making royal appearances and generally ruling with wisdom and forethought.. He preferred to use his sword.

Having decided not to become King – aided by a huge sum of cash! – Hegor decided to blow all his money on wine, women and more wine. Soon his wad was all but gone, and then he had to rely on his skills, namely dragon slaying, to earn himself some gold.

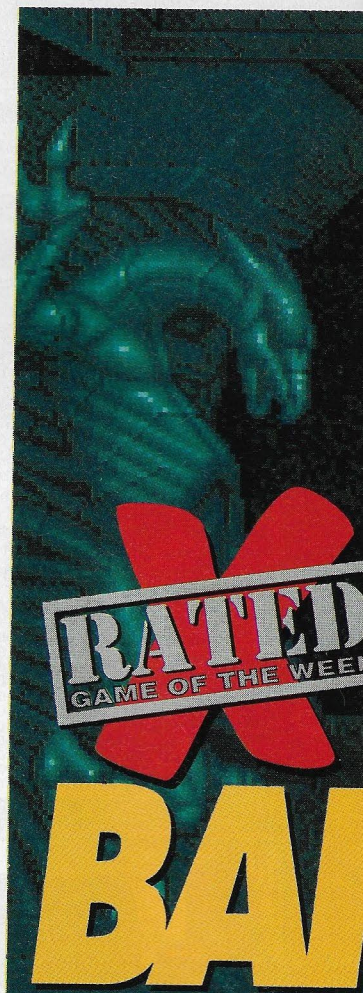
It was in the public house that Hegor learnt that Necron had been resurrected and now lurked in some dark corner planning his revenge.

## PREW! WHAT A LIFE!

Barbarian 2 is a graphically-impressive scrolling arcade adventure where you, as Hegor the Barbarian, must explore six levels of manic hack 'n' slash action.

You start your adventure in the forest where all is quiet except the birds chirping in the trees. However, nip around the next Giant Redwood and you'll be attacked by werewolves, ogres and Neanderthal men. Traps will hinder progression, with pits captivating our hero and spikes disembowelling him.

Making haste towards the caves makes good sense, for the darkest orifices contain treasures and potions necessary for the quest. Locked doors aplenty make exploration tough, and gold keys must be used carefully. The cave dwellers are less than friendly, with the only sanctuary in this God-forsaken land



being found in the village. You are welcome to stroll around Thelston without anyone taking notice of you, that is until you unsheathe your sword. Deciding to attack the villagers is a mistake. The streets are patrolled by soldiers, protecting the innocent.

In the trap-filled corridors of the castle, powerful guards and wizards roam free, intent on bringing about your untimely demise in a ball of flame. Sword-wielding warriors hack at your neck to end your quest rather abruptly,

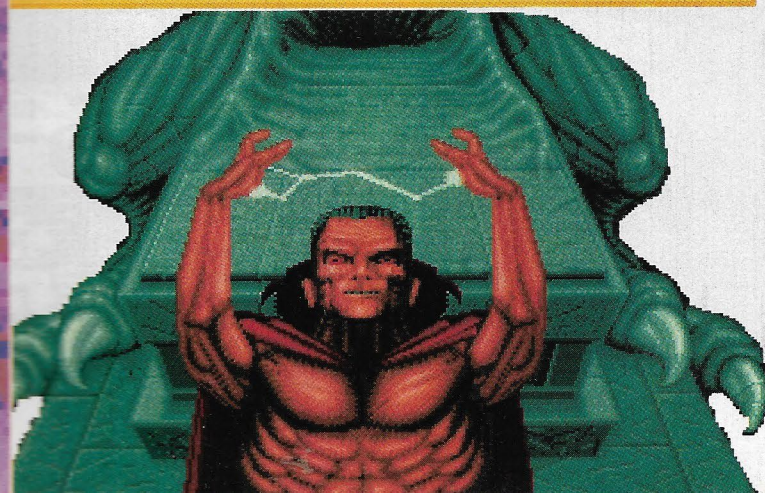
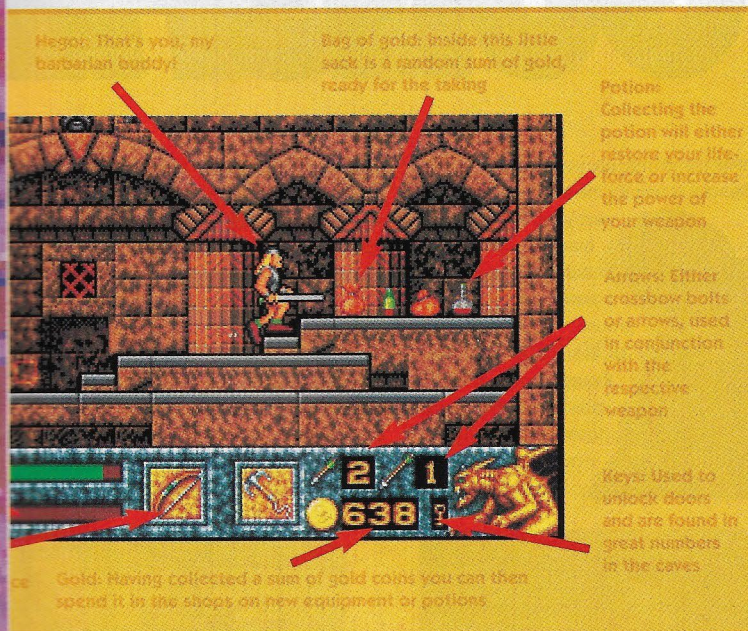


As Hegor the Barbarian you must negotiate six levels of challenging gameplay with a variety of monsters to kill, treasure to find and new weapons to use!



The caves are a mysterious place to explore, and hide all manner of demons such as the powerful ogre. New weapons can make short work of these nasties.

# BARBARIAN II



and you'll need your head as this stage requires thought to pass by the traps. Chains must be pulled to open and close doors, revealing otherwise hidden treasures.

Make it to the dungeon and you're doing well, but next is Necron's temple. This place is the root of all evil, and magic is the weapon used by all. Skill and courage are needed to survive to the end and the final battle with Necron.

The joystick is used to control Hegor, with a variety of moves available including leap, roll to the right or left and crouch. Armless, Hegor will have to resort to punching or kicking, although armed with a sword or axe will allow him to slash at the various parts of the enemies' anatomy. Hegor can also collect an elfin bow or crossbow which allows ranged combat, and the spear which can be thrown at nearby creatures.

Keys are gathered by simply moving over them and the grapple and hook, used to climb to otherwise unreachable platforms, is collected by tapping the space-bar. Hegor can carry a weapon in his hand, with a further two in his inventory. However, to pull a lever or chain he must drop what he's carrying to free his hands. The game features a save option, which is a must in such a huge challenge that features hundreds of screens of deadly mayhem.

## FACT FILE

Software house: Psygnosis  
Programmer: Mike Chilton  
Graphic Artists: Garv Corbett and Mike Waterworth  
Sound: Paul Summer



Barbarian II has finally appeared, nearly three years after the original smashed onto the Atari ST. In my opinion the sequel is far superior to its predecessor, and so it should be if it takes years of development!

The game is controlled mainly by the joystick, the icon-driven controls being dispensed with. There are numerous moves which, when learnt, are easy to use and quick in practice.

The game is huge, and features massive levels that will take even the most heroic barbarian a long time to complete. The variation between the stages is excellent, with each part featuring different graphics, new creatures to fight and a number of puzzles which require quick thinking.

Barbarian II successfully combines arcade action with traps that need a little thought in order to progress. The game is immensely challenging as great skill is required to defeat the monsters that are thrown at you and in order to avoid the plethora of traps that are scattered around.

However, lashing out with your sword is not always the best option, and you must decide which weapon will be most effective against certain creatures, or whether it is best to avoid them altogether.

Sonically the game is excellent, and features a variety of sampled grunts and groans with the option to listen to a tune which accompanies the action. Barbarian II is also graphically good, and although the sprites may be a tad small, the animation, use of colours and the backdrops are superb. Add to this playable gameplay and the end result is one of the best arcade adventures to appear this year.

**£25.99 OUT NOVEMBER**



The ST version is due for release at the same time as the Amiga, and is surprisingly close to its Amiga counterpart. The two are virtually identical on every count, although the ST sound, particularly the tune, will not be as crisp as the other machines.

**£25.99 OUT NOVEMBER**

**X-RATING: XXXXX**

**Gameplay: 19/20**  
**Lastability: 17/20**  
**Presentation: 16/20**

# GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

**X-RATING: XXXX**

The higher the rating the better the game

**ROB** Nobody recognised Rob when he came into the office this week. Gone was the old Rob, enter - Elvis! Wow, who said the king was dead? Meanwhile Rob's also mastered the art of looking busy while he's actually playing Tetris et al!

TIC TACS

**FIONA** Our FI's only just come back off her hols. She began by raving, then climbed up a huge hill, caught a cold and spent the rest of her time in bed. Still, she still found time to corner the market in clay bath plugs and now wears one to work!

**JON** Ever health conscious, Jon's been winding down this week. He's been given time off for good behaviour. What's he going to do? Visit veggie shops, or should that be Reggae shops? Who knows? Who cares?

ADULT VITAMINS

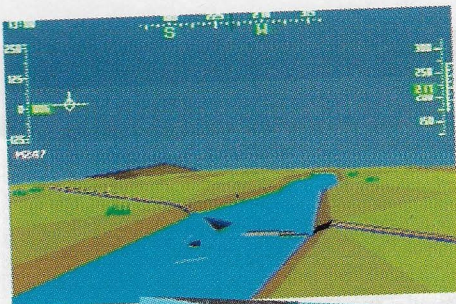


This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

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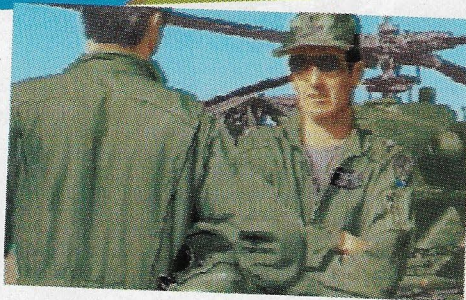
Out in October £25.99

Which formats are available, followed by a comparative evaluation, the price and the release date.



A pleasant way to gloat is to observe your success from another angle. Here we see a reverse tactical view of a bridge

Successfully complete your mission and you're promoted to one of the big boys



**M**icroprose has gone and done it again. Not content with simply re-releasing Silent Service, it has also turned its attention to that original helicopter simulation classic, Gunship.

With the intention of improving on an already great game, a wider range of top-notch US military helicopters has been added, while the graphics system has also been improved.

Starting the game as a warrant officer candidate, it is your aim to climb the promotion's ladder, earning medals as you go. You don't, however, want a posthumous purple heart.

To earn your wings and get your first medal, you have to successfully complete your training mission.

## ROLL UP YOUR SLEEVES TIME

Once done, you can start the game proper. Before you fly your mission you have a number of options to fulfil. Firstly, you have a debriefing to attend. Here, you are given all number of details on the enemy, along with your primary and secondary targets, a map, and also an option to bottle out if you really can't handle the pressure.

You can then

**Nick** If you wanted to be one of the paparazzi for Liz Taylor's wedding, you could have done a lot worse than try your luck flying this helicopter simulation. Realistic? Atmospheric? You bet!

# GUNSHIP

select and tart up your helicopter. An Apache is usually the best you can have early on. Fill it with all manner of death bringing weapons, from air-to-air, air-to-ground, and air-to-sea rockets. Don't forget though that each individual helicopter can only carry a certain amount.

After selecting

the difficulty levels, you're off. Getting to grips with a helicopter is initially quite tricky, but as soon as you work it out, you'll wonder why you worried.

Basically, by using the cyclic joystick, you can go up, down, forward, and back. In no time at all, you'll be aerial ballet dancing.

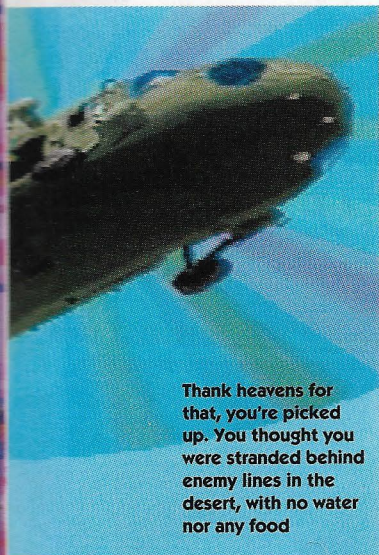
Checking on the map will lay bare your primary and secondary targets. Consequently you can make out a plan and then simply set off an autopilot to guide you there. Easy, huh! Speed it up



Go on a good run and your buddies will wait to congratulate you with some well-observed comments



Checking on the different players' scores, as well as your own mission scores and medal collection



# P 2000

with the acceleration mode if it happens to be quite a way away.

Enemies lie in ambush everywhere, so you'll need your wits about you. You'll be pleased to learn that fighting and also missile counter measures can be organised by the co-pilot.

This is quite handy because each missile needs to be fired differently, and the computer ought to know by now when to release chaff and flares to deflect enemy missiles.

There are two mission maps in the

game for your campaign flights, with some more on the way from Microprose in the form of data disks.

These are in Central Europe, incorporating the tetchy Russian forces, the Persian Gulf and the bully boy Iraqis.

## AND A BIT OF SCENERY...

The graphic system is very well presented and accurately recreates the natural environment, thereby taking one step forward from traditional flight simulation ground details.

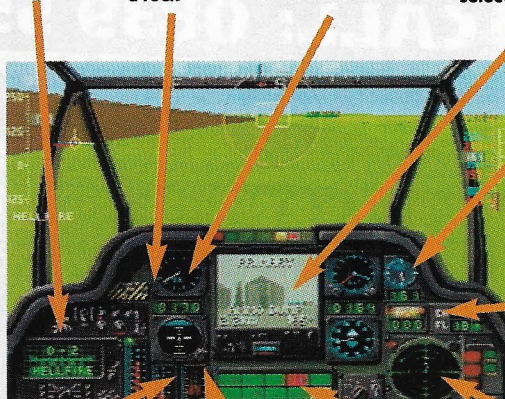
## COCOONED IN YOUR 'COPTER

Weapon selected for your big moment

The altimeter shows just how close you are to being blended with a rock

Airspeed indicator shows just how fast you're going, either forwards or backwards

The MFD panel shows all sorts of things, from a close-up map to a zoom in picture of the target selected



A compass is an ingenious device, first noticed by the Chinese...

The chaff and flare indicator, keep an eye on this for counter measures

The torque of the rotors displays the amount of up thrust and fancy forward flying

The happy flying juice of a helicopter goes down distressingly quick. Be sure to keep an eye on the fuel level

The system status indicator depicts the state of your vital organs. The damage taken from enemy fire will show up here

The bug eyed monsters and other nasties are indicated in this threat indicator

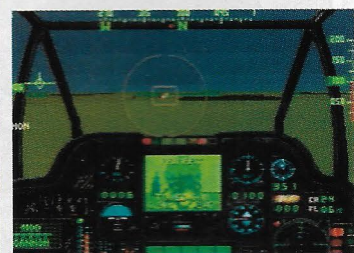
## FACT FILE

Software House: Microprose  
Development Team: MPS Labs



All in all, Gunship 2000 is quite a spectacular piece of programming. With the sheer number of missions, multiple helicopter action, variety of options, and the topographical 3D landscapes, it is rather splendid and very tough.

Graphically, it's extremely impressive with only one criticism. The scrolling can be a rather stop-start affair, unlike the smooth Thunderhawk. However, with the amount of detail, landscape elevations and depressions, you can slightly overlook this problem.



Together with either a Soundblaster or Roland sound card, you can take in the atmosphere. From the general ratatats, through to altitude whistles, and rotor noises, you can almost imagine that you are sat right there.

Flying a helicopter is certainly different to flying a plane, but that doesn't cause any problems. In fact, it is much more enjoyable. You can hover to line up a shot with precision, or simply relax, stay cool, and take the world as you find it. Why not treat yourself and embark on a spot of sightseeing?

The number and variety of missions available is a real gem. There is always something to aim for as well, from vying for promotion or eyeing up a selection of pretty medals.

In summary, the sheer atmosphere, diversity, options available, and the multi-helicopter campaigns make this game a worthy addition to any flight sim fan's collection.

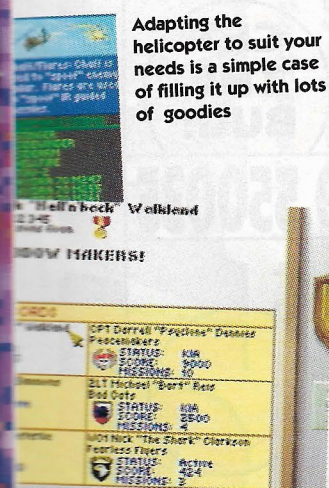
**£39.99 OUT NOW**

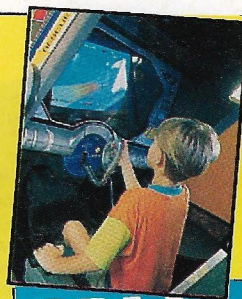


Those guys at Microprose, UK, have started work on these versions to be released sometime in the new year. It's early days yet but expect them to be visually stunning and fast, with oodles of missions. I can wholeheartedly recommend you to start saving those pennies...

**X-RATING: XXXXX**

**Gameplay: 16/20**  
**Lastability: 19/20**  
**Presentation: 18/20**





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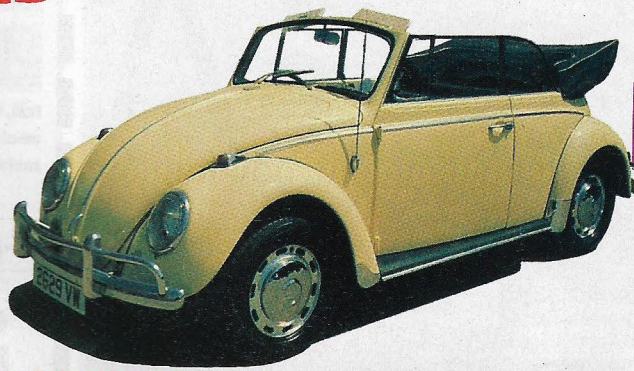
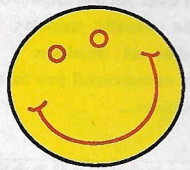
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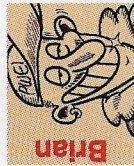
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# STARFLIGHT 2

## FACT FILE

Software Houses: Electronic Arts  
Development Team: Binary Systems  
Programmer: Dave Eresian  
Graphic Artist: Carol Tanguay  
Sound: Doug Hewitt

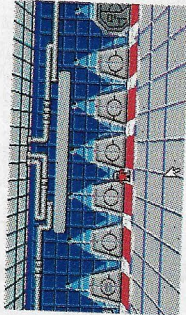


**'Ooh, look,' said Scoop upon seeing this new game from Electronic Arts, 'that's going to be good. The original was rather fun!' Thankfully he isn't reviewing it or he would have been biased towards it. I, on the other hand, will give you the truthful low-down...**

**V**olunteering was where it all started. Although this mission would probably result in your untimely death, even that didn't drive you away. You'd always wanted to captain your own Starship and now was your chance.

The mission is to find the source of the fuel substance known as Shyneum, and to acquire all the technology to produce it. This won't be easy. There are over 500 planets for you to visit and search, all situated in the Cloud Nebula.

Use your trading skills to help you travel further into the systems where you can meet up with new



**At Starbase you can pace up and down this corridor and pass through various doors**

alien races, potentially hostile and hell-bent on killing you.

### SMOOTH AND CREAMY...

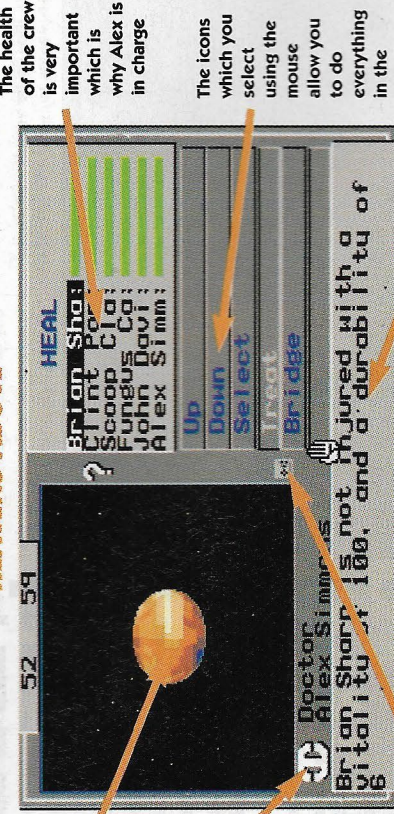
Everything in Starflight 2 is icon driven, with the only typing being the entering of your name and the names



of the crew. To do all other things you just have to point with the mouse and click.

You start off your mission at Starbase where you assign a crew, sign on, buy equipment and even visit the bank if you so desire. You'll

### HEAVENS ABOVE



The planet you are currently orbiting rotates quietly below

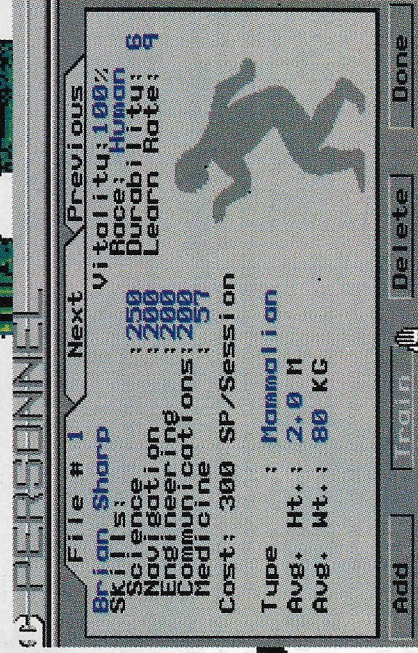
Clicking here will bring up the options page. Here you can save the game if you so wish

Cruise control saves wear on your finger while you move round the galaxy

The health of the crew is very important which is why Alex is in charge

The icons which you select using the mouse allow you to do everything in the game

The information panel tells you what is currently happening to your crew



Here we have the file of the sexiest Captain in the entire fleet, yes, yours truly. As you can see I'm rather good at a few things as well as being an all-round decent bloke

need a navigator, science officer, doctor, communications officer and engineer. You can hand pick all of them and I'll wager a bet that most of you will assign yourself to the Captain's position!

After making sure everything is in order you head towards the docking bay and prepare to launch. Once out of orbit you can move freely around the Cloud Nebula as you enter systems and land on planets.

### ...GALAXY

You can disembark on planet surfaces and move freely around the area in your TV (Terrain Vehicle) while collecting loads of elements which can be sold when you return to the Starbase for hard cash.

Before landing it is advisable to have your science officer send out a probe and check the atmosphere.

If the planet has breathable air it may be suitable for colonisation, and if this is the case you can put in a recommendation to the board. However, beware, cos if it turns

out to be unsuitable you face the consequences of a heavy fine and you don't want that now, do you?



Movement around the galaxy is easy, just move the mouse pointer and hold down the button. Alternatively you could use the cruise control option



Feargus has enough trouble trying to decipher the stuff we write without having to cope with this! If only he'd been trained a bit more in the art of communication



Starflight 2 is very similar to its predecessor in every way. The graphics are mostly the same with only the panels looking different. Soundwise it is the same and even the way it plays is identical, which should please fans of the original.

There is a lot of depth to the game and it will take probably months of dedication to suss out. A thorough read through of the manual is recommended before beginning to play.

Strategically this can't be faulted and plenty of dedicated thinkers will search out the game because of this. Venturing round the galaxy is a really fun thing to do, especially when you come face to face with some hostile aliens.

Basically all I can say is that fans of the original will adore this. On its own it is a competent package that most strategic players will like and it therefore comes down as a relatively good buy.

**£25.99 OUT OCTOBER**



Graphically and sonically this is much better than the Amiga version but gameplay is exactly the same. This is a recommended strategy game that you'd be a bit silly to miss if you are a hardened fan of this type of product. It was released about a year ago so most shops should already have it.

**£25.99 OUT XMAS '90**

**X-RATING: XXX**

**Gameplay: 14/20  
Lastability: 15/20  
Presentation: 14/20**

# FACT FILE

Software Houses: Electronic Arts  
Development Team: Abersoft



To sum up, Hard Nova is one heck of a game. The only problem is that it takes so long to get involved in. Once you've sussed out what's going on, you then have to learn how to travel.

The game speed is a problem with the reaction speed to your input being embarrassingly slow, especially when you're expected to blast away at an unexpected pirate or enemy.

This is a massive game, full of character interaction and strategy. It doesn't take itself at all seriously, so chatting to the diverse range of characters is quite enjoyable.

The character pics are nicely drawn, but on the noise front it is particularly dull and basic. This, more than the quality of the graphics, holds down the game. A few more whoops and squeals would have gone down a treat.

**£25.99 OUT OCTOBER**



The PC version has been out for quite a while now and all the quibbles about the ST version can be wiped off the slate. Containing graphics with more depth, proper sounds and a quicker gameplay, it is definitely worth a look.

**£29.99 OUT NOW**



The Amiga version is identical to the ST in every aspect, the only differences being the slightly better clarity of graphics and sound effects. You'd be hard pushed to tell the difference.

**£25.99 OUT NOW**

**X-RATING: XXXX**

**Gameplay: 14/20**

**Lastability: 16/20**

**Presentation: 12/20**



Flying in the orbit of a strange new world as you look for somewhere to stay for the night, have a few beers and generally lose all of your money

**H**ard Nova is a real pain to start. OK, although that isn't the expected way to commence a review, in this case I beg to differ. After paying your money you are then supposed to provide two disks.

Although this may not cause a great deal of hassle for your everyday computer boffin, when you pay for a full price game you do expect to play it immediately and not have to install it from fresh.

Apart from that which, all said and done, is a major quibble, Hard Nova is an excellent game. Excellent, of course,

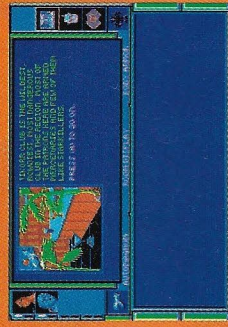
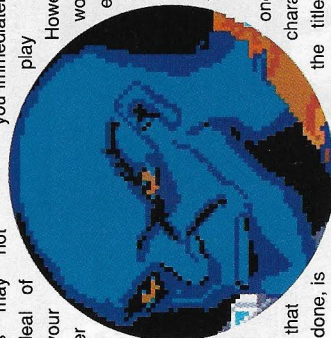
if you have the patience and determination to understand what the heck is going on.

## I'LL TELL YOU A STORY...

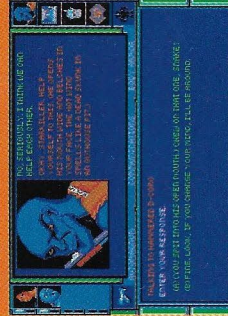
The manual is pleasantly concise and to the point. So much so that you immediately feel prepared to play straight away.

However, it doesn't work in such an easy way, and you'll find your manual dog-eared in no time whatsoever.

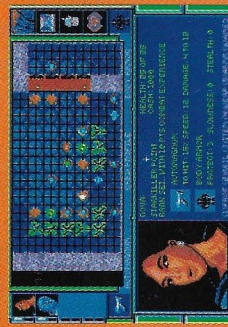
You begin as one of two characters. Nova, as the title suggests, is a 'hard' lady, whereas Stark is of the male species. Each has their



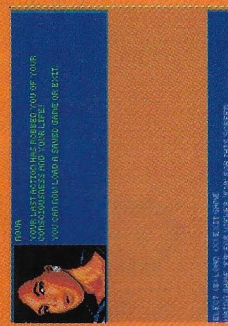
As you enter a dodgy club, you suddenly regret having dressed up for the occasion



Relaxed after a few drinks, you spark off a conversation about the quality of Sheffield United football skills



Smooth talking will get you nowhere and a fight breaks out. Something you said about kicking balls...



Either you've had one too many, or you've been frazzled by a mardy alien with a whopping big gun



So, you fancy yourself as a bit of a mercenary, trading dodgy substances and picking fights with people built like brick outhouses. Well, if you think you're that hard, then I can only recommend a dose of Hard Nova...

# HARD NOVA



In outer space no one can hear you scream, unless you're in the Games-X office, desperately trying to manoeuvre your spacecraft

own special abilities, from close hand to hand combat, through to good weaponry skills.

You have to create a crew for your ship because your previous one was wrecked to stardust by an unchartered brick. You start off with just yourself and a Bremar navigator inside a brand new spacecraft.

Be sure to look after your navigator and keep him out of trouble because, without him, you'll never be able to traverse the space gates

across the four systems. Your initial task is to recruit staff for your ship. This is done by chatting away with various strangers in all manner of dubious pubs, clubs and casinos.

## DO YOU COME HERE OFTEN...?

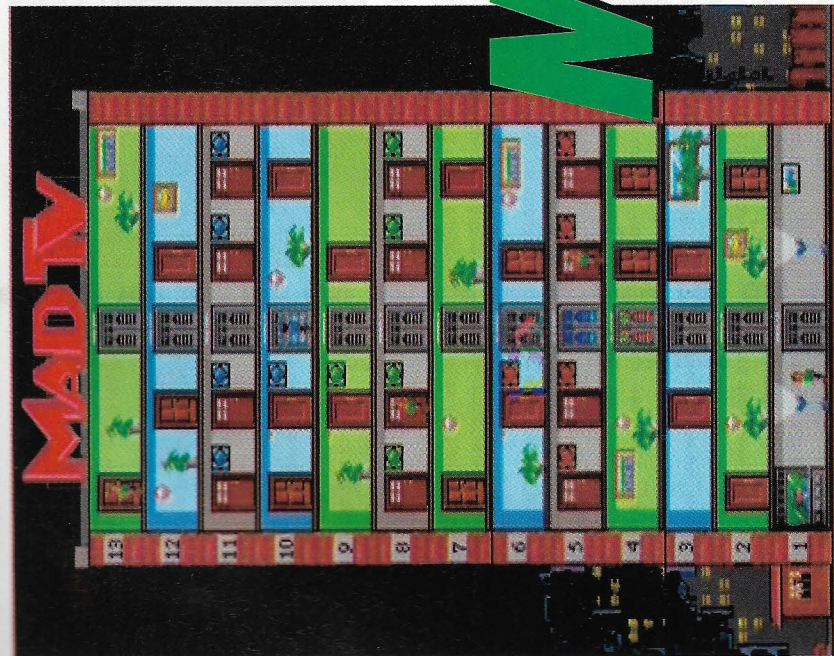
The trick here is not to take your questions or their replies seriously. You can offer threats, jokes and lies.

The dodgy characters get progressively worse throughout the game. You can normally escape

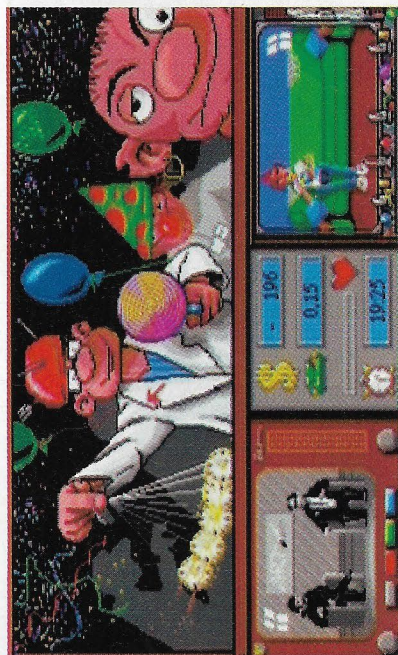
scot-free from the earlier planets, but when you're being threatened in some bizarre pubs then you know you've hit the big time, especially if you can still manage to recruit a hotshot character for your crew.

Travelling through space is easy enough control-wise, simply click and go on the mouse or use the cursor keys. You'll soon discover where to aim for on a tiny radar when you get to grips with the different colours, pixel sized though they are...

# MAD TV

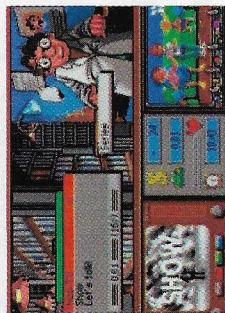


Just a link shot of the entire skyscraper building. You and your rival TV companies share offices with the luscious looking Betty



You're feeling sleepy... A visit to this quack psychiatrist always settles the nerves, or makes you feel queasy

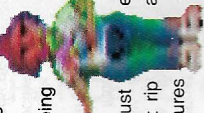
# MAD TV



A quick and easy way to start off your career in TV is to visit the archives. Here you find what Mad TV is infamous for, namely naff cultural films



The heart throb and desire of all the TV companies executives, Betty Botterblom. Unfortunately, early in the game you are treated like some kind of blob thing

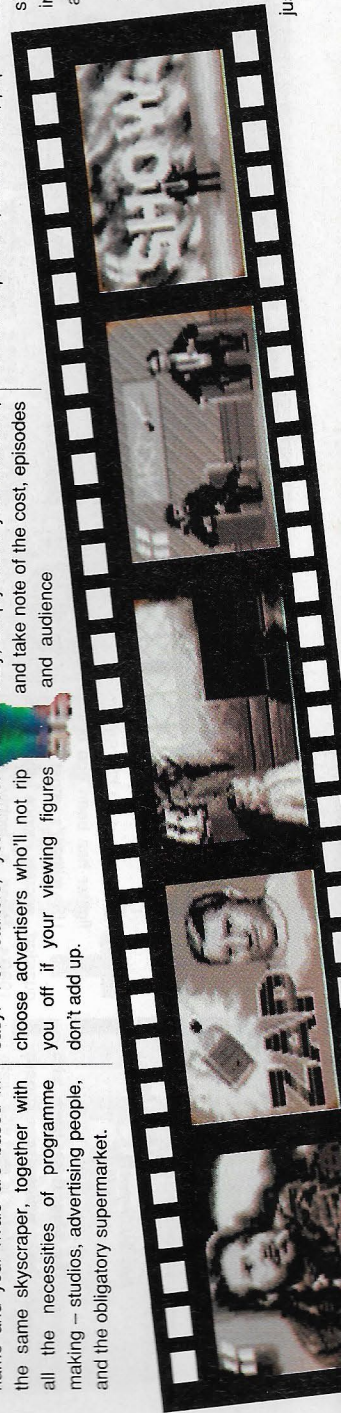


Taking the role of chief programming director of the American television network Mad TV, your aim is to embarrass your rival companies and claim the love of Betty Botterblom, the most beautiful woman in the city.

As luck would have it, both your lady-love with the knee trembling name and your rivals are based in the same skyscraper, together with all the necessities of programme making – studios, advertising people, and the obligatory supermarket.

You must also buy films, scour your company's archives, or even prepare your own production. Purchasing films is relatively easy, simply make your selection, and take note of the cost, episodes and audience

interest. Preparing your own production is far more interesting, although it does take quite a bit more footwork. Wheelie ideas out of the script writer, visit studios, pop



**NICK**  
For all of you who think you could do a much better job than the programme controllers of ITV or the Beeb, Mad TV could be just the game for you...

down to the supermarket to select presenters and such, then leave it with the studio director. Choose well, and you'll be onto a winner.

At the supermarket you can also buy pressies for the apple of your eye, Betty. Anything from a tin-opener to a long haul cruise will do, as will occasionally playing her fave cultural programmes and winning a Sammy award.

## STAR STRUCK

Thankfully, you needn't wait for audience response. Simply observe the viewers sat cosily in their armchairs, or move your cursor over the film to show the percentage of couch potatoes and actual numbers in thousands.

There's nothing more disturbing than finding your Mad Max is being outviewed by a French 1950's classic. One way to overcome this is to have the news programmes made more up to date with possibly more showbiz gossip. You'll lose respect in certain quarters, but the audience rating should rocket.

Moving around such a large building is really quite simple. Click on one of the lifts to reveal your options list. You'll be dashing about, up and down stars, and waiting for the lifts to work while panicking like mad, just like the real thing!

# FACT FILE

Software House: Rainbow Arts  
Development Team: Reline Software



Mad TV is an enjoyable game which doesn't pretend to take itself too seriously. The only problem is that it's so fast and furious. One minute you'll be choosing a film, the next you'll be dashing like crazy from floor to floor in the skyscraper.

Graphically, it is cutesy. Reminiscent of the old School Daze game on the Spectrum, with all the dashing around a building. This isn't a criticism, despite how it sounds. The graphic depictions of the programmes on the three channels are well presented in black and white.

Sonically, with a sound card, it's a rather happy and jumpy kinda tune, but there's nothing in particular to write home about.

This is quite a strange game, at some points you'll enjoy every minute of it, other times you'll wonder why you bothered in the first place.

**£24.99 OUT NOW**



The Amiga version is identical in every way to the PC version. Graphically, you'll be pushed to find any difference, although the music doesn't compare. Worse or infinitely better, depending on the PC's sound abilities.

**£24.99 OUT NOW**



Graphically the ST version is identical to the other two, but in the sonics department it is lacking. Surprisingly however, this doesn't hold back from the game.

**£24.99 OUT NOW**

**X-RATING: XXX**

**Gameplay: 13/20**  
**Lastability: 14/20**  
**Presentation: 15/20**

# FACT FILE

**Software House:** Microprose  
**Programmers:** Joe Helleisen, Ed Fletcher  
**Graphic Artists:** Kim Biscoe, Barbara Bents, Max Remington III  
**Music:** Jeffrey L Briggs



The biggest set-back with this otherwise superb simulator is that you really need a 16 MHz 386 machine, or faster, to get the most out of all the features. There is so much happening on screen that smaller machines just can't really handle it. It will work, it's just very slow!

The graphics are stunning, and you can see from the screen shots, and they utilise the PC's VGA card to the fullest. All the ground details are superbly animated and the buildings even have little lights flickering on and off in them!

As you can now expect from PC titles, all of the supplementary pictures for menus and so forth are particularly pretty and pleasant, so yet again you'll be able to wow your friends with picsies of important looking military types handing you medals and instructions.

Gameplay is the all-important factor, and I can safely say that I enjoyed this more than any other simulator I've played in a long time. It is an amazing game which will appeal to both flight and combat buffs alike.

The satisfaction earned from sneaking up on some poor unsuspecting little MiG and then mindlessly smashing it to bits is totally unparalleled!

All of your unmitigated violence is accompanied by some splendid sound effects so if you've got a snazzy sound board you're in for a treat! Unfortunately, as yet, there are no plans for other formats to be catered for.

**£29.99 OUT NOW**

**X-RATING: XXXXX**

**Gameplay: 18/20**

**Lastability: 18/20**

**Presentation: 20/20**

# F-117A STEALTH FIGHTER 2.0



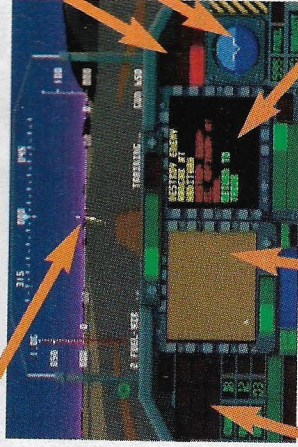
**F-19 Stealth Fighter, based on a fictional aircraft, was possibly one of the most popular flight combat simulators to hit the market since Falcon. It incorporated tremendous realism with great graphics and excellent gameplay. Now we have the sequel which takes the entire concept one step further...**



## ON THE RUNWAY

The HUD can be set to be used for daylight raids or night time attacks, utilising infrared enhancement

Equipment indicators tell you which of the plane's functions are active



The ever present artificial horizon is not included in the HUD in case of technical mishaps

The multi-function display can be used to view your orders, weapons supply, or the view from your cameras

Damage indicators will keep you in touch with the rest of your plane!



Looking back you can see your co-pilot hanging on for dear life as you plunge into yet another dive towards the ground



Popping into your commanding officers' domain will present you with the opportunity to choose your mission

some mind-blowing landmarks scattered across the ground.

Towns, military installations and bases are all included in stunning detail, along with all your usual hills, valleys and fiddly bits.

The Lockheed F-117A Stealth fighter has been one of the US military's most closely guarded secrets since the early 1980's. Being a highly advanced tactical strike craft, it incorporates features only previously thought of by science fiction authors.

Using radar reflective metal alloys and an angular body design, it is practically invisible to enemy radar, thus making it the perfect vehicle with which to launch surprise attacks on an unwary enemy.

## TAKE CONTROL

Your task in this advanced simulator is to fly a number of missions in the space age flying beastie and crush the enemy forces before they realise what you're up to.

There are nine different scenarios in all and they'll take you around the world, from the icy wastes of the northern Cape to the hot and hostile Persian Gulf.

Where possible the assignments have been based on historical situations so, like many recent flight games, you can pop over to Iraq and mangle the berk with the daft beret and the 'ache if you feel so inclined.

All of the landscapes are topographically correct and there are

to incorporate primarily air combat or ground strike elements and you can opt to train in any of the modes if you so desire.

Once you've finished prattling about it's time to go out to the monster aircraft and prepare to do battle with the forces of nastiness.

Sitting in the cockpit you will notice a few differences between this and many other aircraft. For a start it

has no radar systems so you'll have to rely on your highly advanced infrared cameras and good old fashioned maps. Real seat of the pants stuff this! If you get lost and your computers go down, you're well and truly stuffed!

Flight control is relatively easy in that you adopt a realistic 'fly by wire' technique, whereby you effectively fly the computer and it looks after all the complicated stuff.

The controls are easy to get used to and you'll soon find yourself zooming around the skies with the greatest of ease.

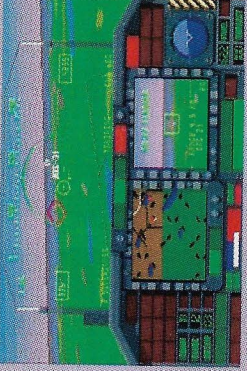
The combat systems of the craft are all at the pinnacle of technology too. You've got infrared cameras, plenty of big noisy guns and missiles, and some very impressive tracking gadgets. Fortunately, Microprose has kindly included a keyboard overlay so you won't lose track of what all the keys do!



Having whipped round quickly you let loose a Sidewinder which ensures that your enemy doesn't get home for tea



As you get closer, the enemy plane tries to make a dash for it!



The on board cameras spot a hostile aircraft while your computer calculates its heading and distance

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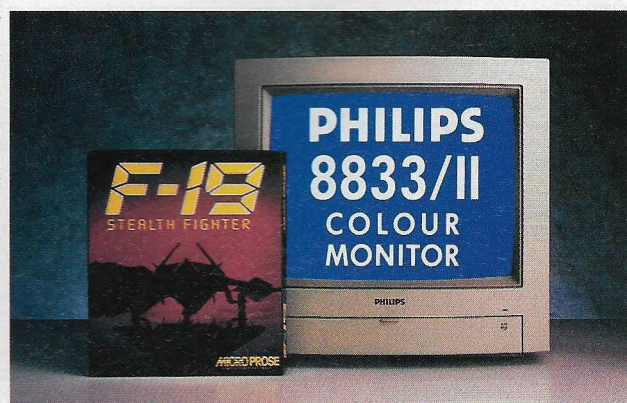
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G082 ....Downhill Challenges/Skiing game  
G083 ....Destination Moonbase/Lunarlander game  
G084 ....Fruit Machine Simulator/AMOS PD  
G086 ....Pair-it/AMOS PD (1 Mb)  
G087 ....Jeopardy/Risk style game (1 Mb)  
G088 ....Master of the Town/Target practice

### MUSIC

M002 ....Groove is in the Heart  
M016 ....Feel the Rhythm  
M017 ....Technotronic Mega Mix  
M021 ....Pet Shop Boys - Suburbia  
M025 ....Digital Concert 3  
M028 ....Digital Concert 6  
M033 ....808 State remixes  
M036 ....Sound of Silents  
M040 ....Simpsons Do the Bartman, 3 disks  
M042 ....Betty Boo 2 disks  
M044 ....Miami Vice Remix  
M062 ....Phenomena Music 1/18 wicked tunes!  
M067 ....Madonna Vogue/slides - music  
M071 ....D Mob music 2  
M076 ....Synth Music 6/3 Tunes inc. Oxygene  
M080 ....Janet Jackson/Rhythm Nation 1814  
M088 ....Madonna Spanky  
M085 ....Amazing Tunes II/3 disks (1 Mb)  
M089 ....Computer Game Music Disk/Compilation

### SOUND

S001 ....Sound Tracker, music programmes (needs ST01)  
ST01 ....Instrument disk for Sound Tracker  
S003 ....Games Music Creator  
S004 ....Med music programme V 3.0  
S005 ....ProTracker 1.1A/Music editor (2 disks)  
S006 ....Med V 3.11 (1 Mb only)

### DEMOS

A288 ....Bart Simpson Demo/Decay  
A296 ....Phenomena Enigma Demo  
A304 ....Amy vs Walker/E. Schwartz (1 Mb)  
A329 ....Sickness Simulator. Hilarious!  
A331 ....Anti-Lemmings Demo 2 disks (2 Mb)  
A334 ....Batman the Movie/E. Schwartz (1 Mb)  
A336 ....Shuttlecock Animation/E. Schwartz (1 Mb)  
A338 ....Mr PotatoHead II/Chris Hill (1 Mb)  
A342 ....PlasmuteX 91/Excellent Plasma demo  
A343 ....Virtual World Demo  
A350 ....Scopex Demo Disk 165  
A352 ....Trackball Animation (1 Mb)

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U027 ....Emulators/C64 & Atari ST  
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U065 ....M-cad. Computer aided design  
U067 ....Crunchers compilation inc. power packer  
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U109 ....Darkstar utilities 3/compilation  
U120 ....SID/CLI Utility  
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10. G305 ...Popeye LCD Game

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4. D097 ...Viz Slideshow
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6. D185 ...Elvira Activities Disk
7. D130 ...Sam Fox Slideshow
8. D129 ...Maria Whitaker Slideshow
9. D055 ...Madonna Slideshow
10. D075 ...Pugs in Space

### TOP 10 MUSIC

1. M304 ...MC Hammer-Can't Touch This
2. M031 ...The Wall-Pink Floyd
3. M094 ...Technotronics Megamix
4. M015 ...Genesis
5. M301 ...Guns n' Roses
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**T**he PD column is back to satisfy the needs of all you PD gamers out there. If you haven't tried PD yet, then you're missing out on a cheap and fun way of enjoying your computer.

Although I have looked at around 100 games, I know there are a lot more out there. Why not send off for a catalogue while you prepare yourself to be staggered by the ridiculous prices!

Thanks to: Computer Connections, Ashlaw House, Euximoor Drive, Christchurch, Wisbech, Cambridgeshire PE14 9LS. Tel: 03548 590.

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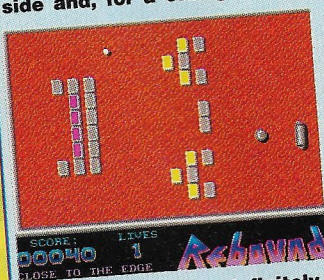
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### MENTAL IMAGE ABPD/SPD/STRICTLY PD

**T**he Mental Image game disk, containing three games, is one of those rare gems to be picked up in the PD libraries. First there is Gridrunner. A real classic from the Llamaman himself, Jeff Minter, it is a cross between centipede and space invaders on a grid.

There is also a nice breakout clone, different from the rest in that your paddle is up at one side and, for a change, you bounce the ball on the horizontal.



The only mediocre one starts life as a Defender looking game. You dash around pregnant looking ships and blast away. All in all a nice little package most definitely worth looking into.

**X-RATING: XXXXX**

### THE ALL NEW STAR TREK!

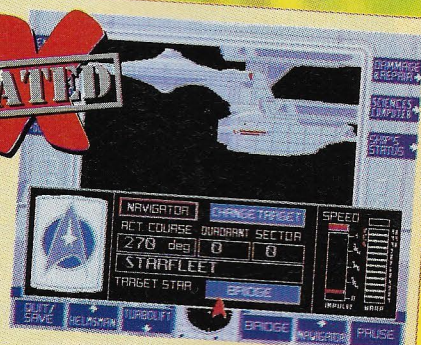
STRICTLY PD

**Y**ou'll be shouting, 'Beam me up, Scotty!' in absolutely no time at all once you've played the new Star Trek game. The only problem with it is that you require two drives and preferably one megabyte of memory.

For your money, which is peanuts, you get a full blown strategy game with excellent graphics and sound.

You can dash around the ship, communicate with other vessels and people, transport yourself down to a planet and nip around to the many star systems. The only drawback is that you'll soon think that Captain James T Kirk is nothing more than a glorified space trucker!

You are given commands from Star



Fleet to pick stuff up, then drop it off again. Fortunately there are enemy vessels, magnetic storms and asteroid belts to contend with.

For a PD game this is phenomenal, and you'll hit yourself for muttering, 'I never knew there was so much in it' over and over again.

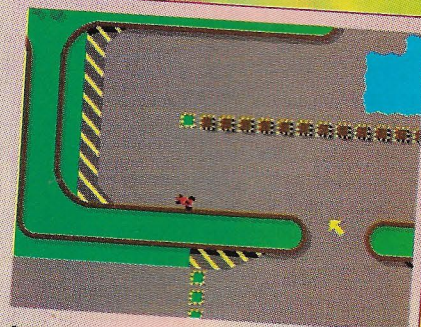
**X-RATING: XXXXX**

### CAR STRICTLY PD – GAME PACK FOUR

**C**ar, an awe-inspiring title, turns out to be a rather nifty little driving game. Set in Sweden, for no other reason than the author originates from there, you select from a range of courses in the country and then whiz around for a few laps.

Reminiscent of the overhead view buggy games, it is both incredibly smooth and totally fast! The speed does cause problems early on in the game, but you'll soon find your limit as you try out the varied wacky courses.

After a while you may get tired of bombing around twisty courses for five



laps with no one but yourself to race against but, as it goes, you could buy commercial software which is nowhere near as smooth as this.

**X-RATING: XXXX**

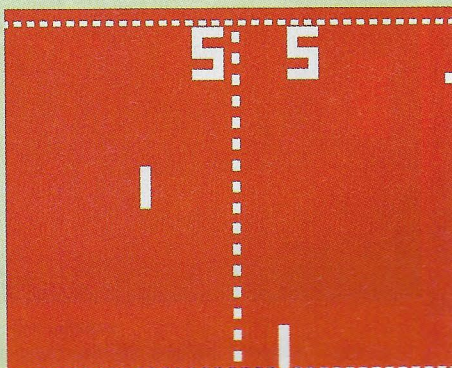
### WET BEAVER COLLECTION STRICTLY PD

**A** game called the Wet Beaver collection sounds rather dubious but you won't believe your eyes and ears when you load it up on screen.

Remember the old paddle and ball games? I certainly do, and I nearly gagged in horror at seeing these old beasts re-emerge on a 16-bit computer.

It happened so slowly. At first there was this quite humorous dialogue about a PC

user, and then they appeared; the breeze block controls, the square balls, and the



dreaded chunky scores. Two players can either participate in the notorious squash, tennis or football.

Of course they look nothing like the real thing, but they do have something going for them. Sampled sounds are excellent, ranging from a squealing Monica Seles character to various claps and laughter.

All in all, excellent fun. I've booted it up a few times now and a crowd always gathers. The nostalgia of it all! Go out and get it now to show people the pinnacle of modern day games.

**X-RATING: XXXX**



Up to three individual players can take part simultaneously, each controlling one of the team members. Work as an individual to increase your 'attribute' or as part of a unit to increase your communal wealth

**With a string of chartbusting games such as Xenon II, Speedball II, Gods, Cadaver and just recently, Magic Pockets, how on earth are the Bitmap Brothers going to follow that? As Jason Spiller discovers, the answer lies in the Chaos Engine.**

“Ever since Xenon, a few people have been gleefully predicting that we'll eventually produce a turkey.” Bitmap Brother team leader Eric Matthews on recent strange criticism of the Bitmap's success and popularity.

The Bitmap Brothers are nothing short of a phenomenon in the game design industry. They were the first to gain a 'star' status as game designers, and rightly so. This relatively small but rapidly growing team has been responsible for some of the most successful games of all time, beating massive license games to the top spot in the charts.

Ever pushing back barriers in game design, they're leaders of the fields in shoot'em-ups – Xenon II;

competitive computer sports

– Speedball II;

and now platform environments –

Gods, Magic Pockets.

The team even its hand at RPG adventuring and produced the award winning and highly acclaimed Cadaver, Adventure Game of the Year 1990 and Golden Chalice winner.

The Bitmap's latest project is the explosive Chaos Engine. Rather than sticking to any specific formula The Bitmaps seem to be unafraid of experimenting with any genre. Eric Matthews: “We're constantly designing and refining elements of gameplay and exploring all the different angles within the game.”

This ingenuity and attention to detail

was evident in Speedball II, where the Brothers brought team management and team editing out of the realms of obscurity and dullness and into a highly enjoyable pastime, forming part of the actual game.

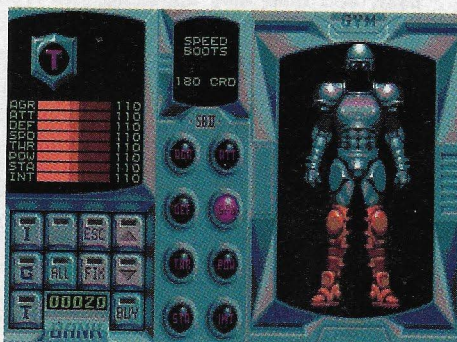
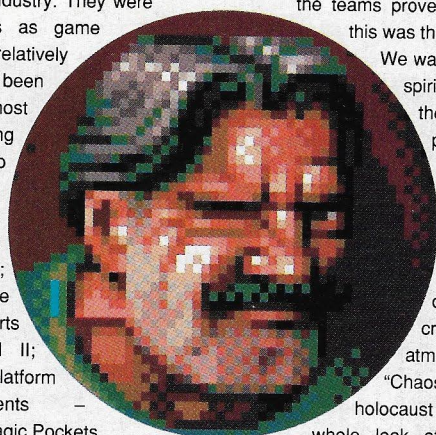
Eric explains: “Being able to set the aggressiveness, intelligence, fitness and personalities of the teams proved to be very popular and this was the basis for Chaos Engine.

We wanted to bring in more team spirit and greater character in the individuals so that the player can really identify with them.”

The Bitmaps always think deeply about the settings of their games and go into painstaking detail and research to create scenes and generate atmosphere. Eric continues.

“Chaos Engine is set in a post-holocaust Victorian England, so the whole look of the game, the status screens and the game screen, feature brass, wood, rivets – a bit like Jules Verne's Nautilus. Likewise, the characters themselves are stock Victorian stereotypes such as sinister mercenary, inventor, thug and thief.

“The Engine is an awesome and terrifying machine, hidden within a rambling, decrepit mansion,



The idea of team management and editing found in Speedball II becomes an integral part of the gameplay in Chaos Engine's



More than just a multi-directional shoot'em-up, Chaos will take a lot of thought if you are to succeed

once the home of the machine's evil, drug-crazed inventor Baron Fortisque. For some time, the machine has caused utter chaos, destroying the fabric of time and space and churning out mutated beasts to protect it.

“You control a party of three which you choose from a possible six characters, each with very different strengths, intelligences and abilities. Your overall task is to shut down the Engine, but there are many other objectives to keep you occupied.”

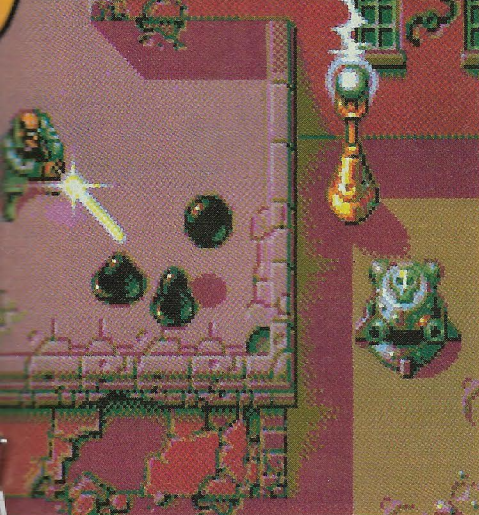
This element of teamwork, inspired by Speedball II, is of paramount importance in Chaos and immediately evident. In elaborate Victorian status screens you choose your team. Eric explains:

“With the team of three selected for the mission



The Bitmap Bros in their Bitmap shades.... tough and radical, huh?

# inious!



you can choose their character traits, such as aggression or intelligence, as well as their skills. Select a forager who looks around for treasure or a strategist who has the ability to set traps and bombs.

"These personalities effectively determine how a character will react during the game. For example an aggressive thug will charge at the enemy with all guns blazing, whereas a strategist will see a chance for annihilating a bunch of the enemy, set a trap and lead the beasts to their death.

"There's an extensive list of weaponry to choose from, designed for specific characters. The thug will carry a bazooka and will be able to boost the power as well as change the missile it fires. The inventor will be

equipped with more strategic and potentially devastating traps and mines. However, it's teamwork that's most important, because however mercenary the player is, each member of the team needs the others to survive.

## PAINSTAKING PLANNING

"The game is massive and sprawling, calling on your abilities to plan your progress, look after your team and ultimately destroy the Chaos Engine." But as Eric explains, there are many other goals to go for: "Throughout the game, you must activate electric nodes which open up many different routes as you progress. Additionally, you have loads of treasure and artifacts to find which can give the whole team wealth to buy a more advanced arsenal.

"This wealth is put in a joint account so there's no chance of cheating the others. However, one thing that is for personal gain is the increase in attribute which is gauged by how each character has performed during the mission. For example, an aggressor gains this by how many enemies he has destroyed or a thief by how much treasure he's unearthed."

## COMPLETE CHAOS

Graphically, the game is presented as an overhead projection, although the angle of characters and objects is set so that you can see the meticulous detail of the artwork. At the moment, during the game, up to three players can control each character, two on joystick and one on keyboard. But it is when one player is participating that the magic of the game's engine comes into play. Eric explains:

"We didn't want the computer-controlled characters to just wander aimlessly after their leader and so they



The overhead view that was a winner in Speedball II is used to similar effect in Chaos Engine

have immense intelligence and a free will to shoot enemies, set traps and forage for treasure – this was the most difficult thing to achieve!

"Likewise, the enemy has many different objectives to carry out. Again, the adversaries can be aggressive, intelligent or as thick as two short thick things, and this affects what they do – some come at you like a raging bull while more intelligent beasts will plan ahead."

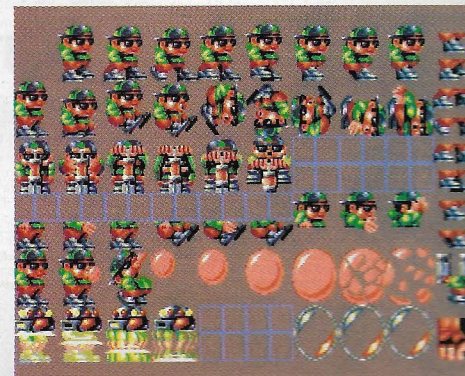
The Brothers are very self critical and constantly refining aspects which they believe could be improved, rather than just resting on their laurels. The team



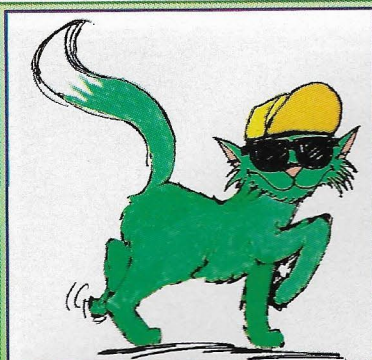
Brass fixtures and fittings on an oak and mahogany base are just one more example of the thought that the Bitmaps' put into the finished article

currently embroiled in Chaos Engine are team leader and ideas man Eric Matthews, graphics craftsman's craftsman, Dan Mallone, and new Bitmap coder Steve Cargill. The result of their labours can be seen early in the new year.

The Bitmap seal of quality means that each game produced is top quality, with ingenious gameplay features which set the games apart from the mainstream. The result of this dedication is a list of top selling games – nobody can argue with that!



Here is an example of the Bitmaps' attention to detail; in this case one of the sprite sheets from their latest hit Magic Pockets



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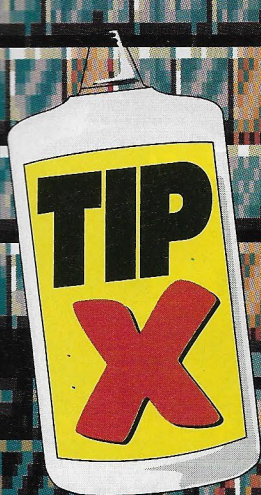
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(Dept. GX), 2 Hengoed Hall Drive, Cefn Hengoed, Hengoed, Mid Glamorgan, CF8 7JW



There are still cheats being sent in for Batman! Arggggh! Anyone found to be even thinking about this will be strung up, dangled upside down over a pit of warm sago pudding and forced to listen to Brian's favourite music through a bad car stereo system while he sings along with it. Or you can send any good tips to: **Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.**

## FINAL FIGHT

— NINTENDO



My pal Alison Morgan has been very busy yet again! This time she's sent in all kinds of console cheats. The first is for one of my favourites, Final Fight. On the title screen press Left and Start to move to the option screen. Press the green control button and Start and you should be made invincible!

## MEGA MAN 3

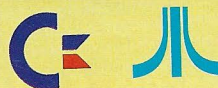
— NINTENDO



According to young Alison, the best order in which to fight the bosses is the following. Firstly, go for the dastardly Top Man, then Shadow Man, Gemini Man, Spark Man, and Needle Man. Then, go for Snake

Man, Magnet Man and lastly the Hard Man. Defeat each boss with the weapon attained from the one before. The only exception is Spark Man who must be killed with the Shadow Blades.

## GODS — RENEGADE



First of all I'd like to ask all of you morons out there to stop sending in Gods level codes. Each copy has its own unique code, which no one else will have, so your codes won't work for other people, will they? Be sensible! Anyway, now I have that off my chest I'd like to give you a handy hint. At the end of world three level two drop the dragon gem from the altar and it will stop the dragon firing from its tail.



## TEENAGE MUTANT HERO TURTLES

(FALL OF THE FOOT) — NINTENDO **GAME BOY!**

When your energy is low press start and then Up, Up, Down, Down, Left, Right, Left, Right, B and A and then Start to give you a useful boost.

## ROBOCOP

— NINTENDO **GAME BOY!**

When you have run out of both lives and continues, press A, B, Select and Start and you should receive infinite everything! Bit useful that, 'innit? However, wait until you've lost everything or it won't work.

## PLATOON

— OCEAN



Some strange and deranged individual who wishes to be known as Bod the Dod says that if you type HAMBURGER on the title screen and then press f4 you'll go straight to the hut. I don't know if it works, but try it!

## OUTRUN

— US GOLD



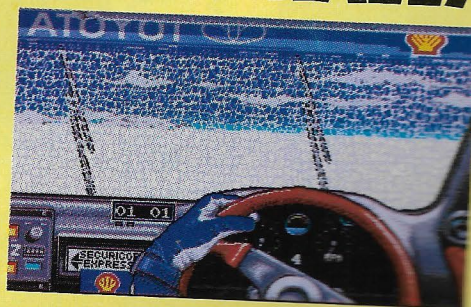
Another one from Bod the deranged. He reckons that holding down the letters STAIRON while playing will let you do the following. Press B to extend play, press T to get extra time, and press S to move through the scenes.

## TOYOTA CELICA GT RALLY

— GREMLIN



Due to popular demand and a bit of pressure from Brian, here's the cheat for Gremlin's racer. Press C during the race to finish the stage with the time displayed on the timer, or take the less wimpy way out and try pressing HELP as soon as you crash to stop the 20 second penalty from being given.



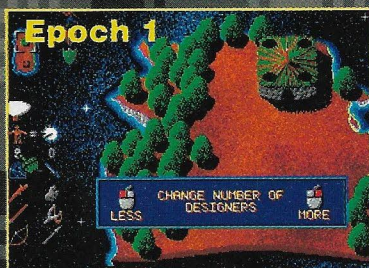
The ancient art of evolution and destruction has been represented in many different games. Mega lo Mania is the latest and probably the best. It is also fairly hard to progress through, so here is a lovely Games-X guide for those who are struggling...



## Aloha. Sectors: 2 Enemies: 1



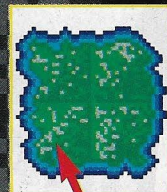
BEST STARTING SECTOR



This is pretty simple stuff. To start with, get 15 to 20 men to guard the castle and then keep designing everything you can until you've advanced through two or three technology levels.

If you get attacked during this process, stop designing, slow down the time, and send out a large well equipped army to give them what for. When you finish designing, get your army packed with weapons, and annihilate the enemy stronghold

## Bazooka. Sectors: 4 Enemies: 1

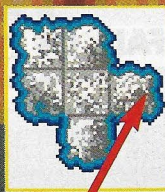


BEST STARTING SECTOR

Try to position yourself in the opposite corner to your enemy and then you should be able to see exactly when your opponent starts to make a move.

The same basic principle applies as in the first island. Design everything and then attack at the end. This time, try to build a mine so that you'll have at least a little extra protection if and when attacked

## Cilla. Sectors: 6 Enemies: 2

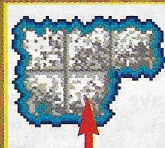


BEST STARTING SECTOR

First of all, try to form an alliance with one of the other two opponents. This will give you a slight advantage since you will only have to worry about one enemy at a time.

Again, only take a small amount of men to start with and design all you can, unless you get attacked by someone. If you can, take over another territory as well. This way, if your main base gets destroyed, you will have something to fall back on

## Dracula. Sectors: 5 Enemies: 2



BEST STARTING SECTOR



You now start one tech level higher than before and therefore can build slightly more complex weapons. Start with about 20 people and try to keep some of them reproducing at all times.

Attempt to make an alliance with one of the other two opponents. Remember though that if you are fully determined to gain more sectors of the island, you'll have to break any alliance you may have formed

## Etcetra. Sectors: 7 Enemies: 2



BEST STARTING SECTOR



Try to start at the sector one up from the bottom on the left. This will allow you to occupy and defend the other two sectors behind it, unless an opponent has set up home in it.

Keep advancing tech levels as much as possible, while letting the army continue to multiply until you have about 100 people. Arm yourself with the best weapons you have, ready to go on a mad fighting spree

## Formica. Sectors: 3 Enemies: 2

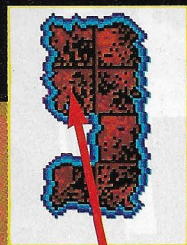


BEST STARTING SECTOR

This is a fairly difficult island due to the shortage of space. You have to be quick at designing and multiplying here because the enemies can attack rather rapidly and leave you, unfortunately, without a leg to stand on.

Basically, design the most powerful weapon you can and move out and use it as soon as possible. In other words, get them before they manage to get you

## Gazza. Sectors: 7 Enemies: 2

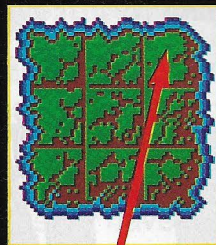


BEST STARTING SECTOR

Start with about 20 (no more!) people and design the pike immediately. Then, leave the population to reproduce until you have 30 people in the sector's army and get them ready for battle.

Arm your team to the teeth with the pikes, and steam in on every other sector on the island. This won't give the opponents chance to develop too much and they shouldn't last long against your superior army

## Hernia. Sectors: 9 Enemies: 2



BEST STARTING SECTOR



Try to start at least two sectors away from all of the other players and this will give you a chance to see when they are coming to attack you.

Begin with about 15 men in your army, and do exactly the same thing as with Gazza. Design the pike and add it to your arsenal before attacking the enemy with a rather large army. Your opponents won't stand a chance since their castles will be rather weak!

## Ibiza. Sectors: 4 Enemies: 1



BEST STARTING SECTOR



Again, start with 15 people and try to get to the top left corner. Design the pike and then quickly set the army up, while remembering to mine the correct elements all the time.

When your army reaches a respectable number, (about 30), attack the opponents castle and you will hopefully emerge the victorious party. There are several tactics to use, but this one works very well and should lead you towards the path of victory

## Junta. Sectors: 10 Enemies: 3



BEST STARTING SECTOR

Build the mine straightaway and then start mining every element until you get some attacking weapons to design. As soon as they appear, design them, and check the blue prints to see what you need to build them.

Mine only the element you need for the weapon designed and as soon as you feel safe, attack two of the three enemies and destroy them. This will then leave you free to have a really good go at the last opponent who should have a large empire

## Karma. Sectors: 12 Enemies: 3

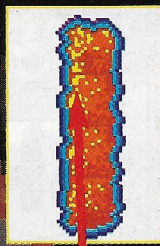


BEST STARTING SECTOR

Start where shown with about 20 people in your army and try to form an alliance with one of the opponents. Build the mine and make a move towards getting the elements.

When possible, design the bow and arrow while still continuing to mine the correct element to build lots of them. When ready, start to attack and, fingers crossed, you'll win outright. However, try not to be too cocky!

## Lada. Sectors: 4 Enemies: 2



BEST STARTING SECTOR



This vertical island is a right pain to complete. Choose an area between the two opponents if possible, and form an alliance with one of them. This will stop you being attacked by them.

Design a few attacking weapons, the best being the catapult and cannon, and attack the opponents you aren't friends with. When they have been destroyed, quickly move in on the others and swiftly wipe them out

## THE LEVEL CODES

Epoch 1 Code: None People: 100

Epoch 2 Code: CKPCHDQGIHJ People: 170

Epoch 3 Code: PTUBVUBGTBP People: 235

Epoch 4 Code: SRGCFMENGUD People: 280

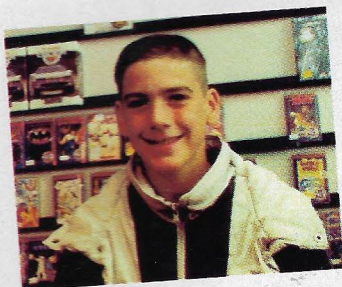
**Stockport's leading software emporium, Software Superstore, is the destination of the Street Talk crew this week. We chatted to staff and customers alike to discover what is hot and what is not...**

# STREET TALK



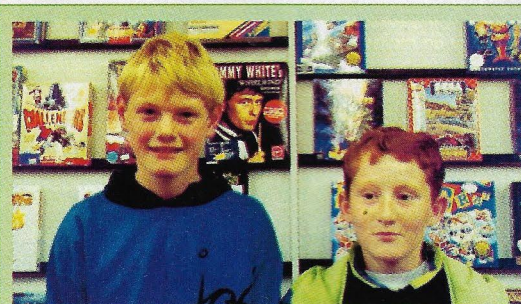
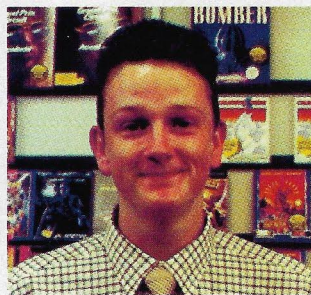
## Carl Brinsley

I've got an Amstrad CPC464 which I've owned for about a year now. I really like to play football games on it. I'm an avid Liverpool supporter but I'm not too sure that they'll win the league this season. I'm also really into fighting games – Final Fight looks pretty mean. I'm not certain of what's coming out this Christmas, but there's not much software available for the Amstrad.



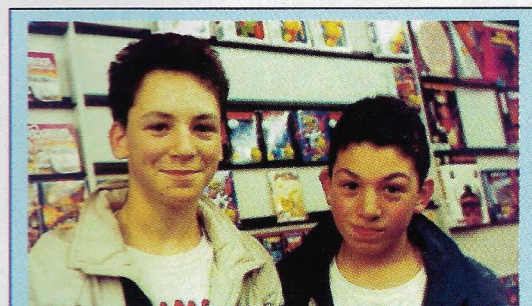
## Justin Williams

I'm the proud owner of a Sega Mega Drive which I've had for about six months now. I reckon the Mega Drive is the same sort of machine as the Amiga but without the educational use and since all I want to do is play games this is perfect for me. Streets of Rage is my favourite game at the moment. I've got nine games, including Mickey Mouse and Sonic the Hedgehog. The worst thing I've seen is Fantasia, the collision detection is awful.



Steven Leigh (left) and Ben Waynes (right)

Steven – Last Christmas was when I got my ST. I'm not really looking for anything today, I'm just checking out the new releases. The last game I bought was Manchester United Europe from Krisalis. I've played it to death and won every title going. I like all kinds of games, I'd like to have a go with The Killing Cloud – it's supposed to be quite good. Ben – I've had my ST for about a year, my favourite game's Lemmings but I still haven't finished all the levels yet! I wouldn't mind either The Secret of Monkey Island or Final Fight for Christmas.



Michael (left) and Kevin (right)

We're brothers. Michael's got a Commodore 64 and I've got a Spectrum. We've had the 64 for about two years and the Spectrum a bit longer. We don't use the Spectrum much any more cos there aren't many good games coming out for it. At the moment we're playing Ocean's Cabal and our all-time favourite, Creatures. We'll be looking for Terminator 2 this Christmas and I'm going to have the T-shirt.

## David Hales

My Atari ST is broken at the moment but when it's working I like to play adventure and role-playing games. My all-time favourite has to be Dungeon Master, it's great. As for Christmas it's hard to say what's going to be top of the charts. There are a lot of good games coming out but there have been some real disappointments. Flight of the Intruder was probably the biggest let-down.



## Paul Gascoigne ???

Love at First Sight' on Sky TV is a programme on which I'm soon to appear. I've been for the interview and the show's being shot in a couple of weeks. I haven't got a computer anymore. I used to own an Amiga and an ST but they had to go. I've played Electronic Arts' PGA Golf and Kick Off 2 on the Amiga. The worst games I've seen were always from Domark. I've recently played Ice Hockey on the Mega Drive, it's really good.

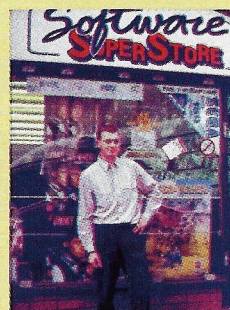


## SHOP TALK

### Ray – Software Superstore Manager

We've been here for two and a half years now. At the moment both the Commodore Amiga and Sega Mega Drive are selling well. New releases and budget games are really moving but the 8-bit scene is definitely slowing down.

The Commodore 64 still isn't too bad but you can forget the Amstrad and Spectrum. We do a lot of special offers where we'll sell older games for a reduced price, they seem to be popular.



### The ones that sold the most

- 1..Jimmy White's Snooker
- 2.....Rainbow Collection
- 3.....Streets of Rage
- 4.....Sonic the Hedgehog
- 5.....EA Ice Hockey
- 6.....Terminator 2
- 7.....Magic Pockets
- 8.....Final Fight
- 9.....Rodland
- 10.....Man United Europe

## ATTENTION ALL SHOP OWNERS

**If you would like your store to be featured in Street Talk, then why not drop us a line at Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

# WIN



## WIN A QUAD!

This Suzuki LT80 Quad is one mean machine! It can be ridden by anyone over the age of 12 as the speed of the 80cc petrol engine can be controlled to suit the skill of the rider! It's got to be the best fun you can possibly have on 4 big wheels! We'll also give the lucky winner of this quadrophonic competition a complete safety outfit of helmet, padded body clothes and gloves! So if you are looking for off the road fun, just call the number now!

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# CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

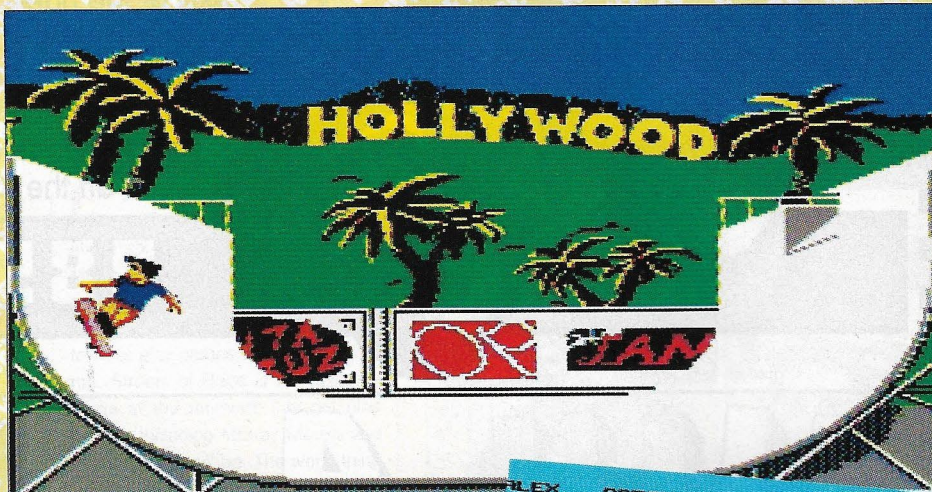
**GAME: CALIFORNIA GAMES**  
**MACHINE: NES**  
**PRICE: £33.95**  
**SUPPLIER: KC'S COMPUTERS**

**C**alifornia Games is an eight-player game that follows in the vein of past classics like Summer and Winter games, although the events have been changed to something more radical.

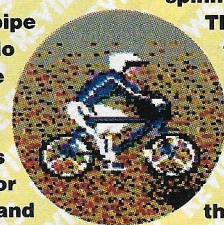
Comprising of six different events, you have the option to compete in all, compete in some, or practice one specific stage. Having entered the names of the competitors you must select the team they are representing (which is the Californian equivalent of your country).

The first event is half pipe skateboarding. Clothed in Day-Glo shorts and T-shirt, you must ride the concrete half pipe with only your knee pads to protect you. You have one minute 15 seconds to perform stunts like the kick or aerial turn and the impressive hand plant using a combination of D-pad and button presses.

Next up is footbag. Set against a time



limit, you must kick and head the hackey-sack while at the same time spinning and turning to gain points. Then onto the surfing which is fairly straightforward - ride the tube and don't wipe out.

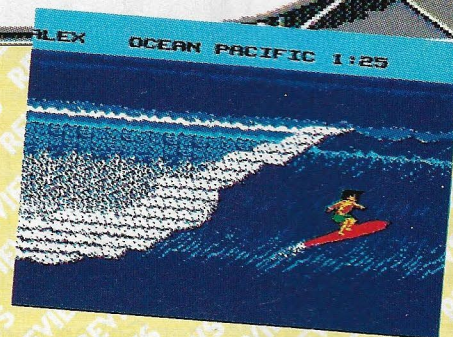


Throw on your skates for the next event, a manic race down the sidewalk, leaping and dodging all obstacles thrown at you. Make it to the end

and change over to your BMX. Set on a dirt track the aim of the event is simple - ride like hell to make it to the end in under two minutes, remembering to take time out to perform stunts along the way.

The final event is the flying disk. You control both the thrower and the catcher. First lob the Frisbee as far as you can before successfully catching it at the other end.

California Games is an excellent cartridge whatever machine you play it



on, and the Nintendo version is no different. Graphically the game is good, featuring large sprites and colourful backdrops. The sound is mediocre but on the whole a worthwhile title to own.

**X-RATING: XXXX**

**Gameplay: 15/20**  
**Lastability: 14/20**  
**Presentation: 14/20**



Welcome once again to that crucial consoles column. Get set to check out the great Prosoccer compo and all the latest reviews...

## TURRICAN GOES BALLISTIC

The hugely popular sci-fi shoot'em-up, Turrican, will



shortly be available on the Mega Drive, the conversion by Ballistic. Being the cockiest, coolest Chromidium warrior since Robocop and Terminator you must explore and reclaim the deep-space colony of Alterra.

Sounds easy for such a tough guy like yourself, but the place is infested with blood-draining, bio-mutilated, deadly killers.

Turrican is set over five levels, although some worlds are divided further, making a total of 12 stages. As the ultimate warrior you can collect a variety of power-ups which improve your gun, award either extra 1-ups or useful additional weaponry such as grenades and mines.

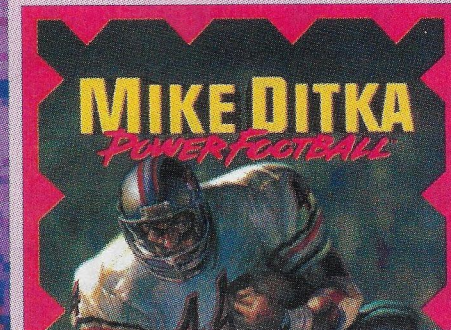
Turrican also has the ability to transform into a buzz-saw for a few seconds. This may come as a shock as you shrink into a small pointy star shape, but when in this strange form the metallic hero can race around screen, invulnerable to attack.

The game features fast 'n' furious combat action against over 50 different aliens. Including vast worlds

nearly a 1000 screens in size, Turrican is available in the next few weeks, so look out for the review soon.

## MIKE DITKA POWER FOOTBALL

Before you start hoping for a Kick Off clone, you're unlucky because Mike Ditka's is based around the American sport rather than a good ol' game of soccer.



The game is the first 8 meg football cart to appear on the Mega Drive, and boasts a variety of features to make it better than other similar games currently on the market. Play a game of hard-hitting, gut-wrenching football where you make the calls, direct the plays and carry out the moves because you have total control of your own football team.

Available during Autumn, **Mike Ditka Power Football** includes digitised sounds, superb graphics and a choice of 28 pro teams from the NFL.

### SONIC ON PAPERBACK

Sega has released a **Sonic the Hedgehog** comic in the States which will, hopefully, be released in England in the near future. The first issue of the comic (costing \$1.50 in the States) tells of how Sonic became a racing hedgehog, and how he developed the slick shade of blue he is now.



It also details his eternal battle against the evil Doctor Robotnik and his horde of metal mutants, how Robotnik was once an incredible scientist called Kintobor, and how Sonic intends to foil the Doc's plans to rule the world.

## HINTS & TIPS

### PILOTWINGS - SUPER FAMICOM

Listed below are a selection of levels codes for the excellent aerial simulator, **Pilotwings**. The first set allow you to play through the regular game, but the second batch access expert level, with the very last code allowing you to start on the helicopter scene.

Level 1 000000	Level 6 400718
Level 2 985206	Level 7 773224
Level 3 394391	Level 8 165411
Level 4 520771	Level 9 760357
Level 5 108048	Heli Mission 882943

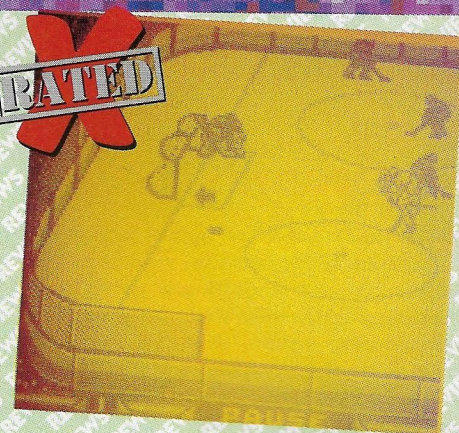
### SOLAR JETMAN - NES

Did you know there's a secret code that you can enter on this game to get loads of exciting goodies? No? Well there is and this is it. Enter ZHHZQQQNNNN to start on planet 14 with 15 ships, loadsa dosh, a mapping device, shields and finally, boosters!

Thanks to: **Video Game Centre**, 870 Wimborne road, Bournemouth BH9 2DR. Tel: 0202 527314.

**KC's Computers**, Division of Mantics Ltd, 37 Pinfold Gate, Loughborough, Leics LE11 1SG. Tel: 0509 211799.

## GAME: BLADES OF STEEL MACHINE: GAME BOY PRICE: £34.99 SUPPLIER: VIDEO GAME CENTRE



**H**it the ice in Ultra Games' latest sports sim for the Game Boy, **Blades of Steel**. If you hadn't already guessed, **Blades** is based on that rough sport, Ice Hockey.

**Blades of Steel** is a fast moving simulation where you'll have to fight hard and fast to get the puck in the back of the opposition's net. Use your stick to hit the other players as well as the puck and charge around the rink in a rage of fury.

The exhibition game is a one-off match between two of the eight teams included. In the league, on the other hand, you select the team you want to take to the top and the computer will select your opponents, and as long as you keep winning you'll enter the championships against some of the toughest players on the ice.

The game has a two-player option via the game link cable. The controls are simple, with button A slapping the ball and B passing to a team mate in the

direction you're facing. When in defense B will switch control to the player nearest the puck.

Originally released on the NES, the Game Boy version of this Ice Hockey simulation is one of the best sports game to date. The game is immensely playable and therefore addictive, and to top it all the graphics are fast and slick with the sound being equally good. On the whole a game not to be missed.

**X-RATING: XXXX)**

**Gameplay: 17/20**  
**Lastability: 16/20**  
**Presentation: 15/20**

## GAME: GAUNTLET 2 MACHINE: GAME BOY PRICE: £24.99 SUPPLIER: VIDEO GAME CENTRE

**E**xperience the thrill of the arcade on your Game Boy with Mindscape's conversion of **Gauntlet 2**, the ever popular coin-op from Atari.

You play Thor the Warrior, unless you link up with other players, in which case you can take on the role of any of the arcade favourites. Just grab the Game Boy with your desired character on it and play!

The basic aim is simple: run around a large maze and try to find the exit while killing any type of beast that

blocks your path. There are a whole number of different creatures that stand between you and the next level and most of them are simple to kill. Others require a magic spell to be destroyed.

There are over a hundred mazes for you to run around and attempt to complete, but believe me it won't be easy beating them all. Each of the four heroes is different to the others in their own specific way. Thor has more armour than the wizard but the wizard is better at magic; you get the idea.

This is a very good conversion, even by the Game Boy's limited standards, everything has been successfully brought over onto the tiny screen. Yes, even the speech still remains; it may be a little fuzzy but it is good.

The rest of the presentation is as good as you'd expect in two colours, perhaps even a little better. The scrolling is smooth and fairly fast and all the characters move at a pace that will make you want to keep playing.

Perhaps the main gripe is that as a one-player game it does tend to get a bit boring. If you can overlook this minor problem then this is well worth a look.

**X-RATING: XXX)**

**Gameplay: 13/20**  
**Lastability: 12/20**  
**Presentation: 16/20**



**GAME: PRO SOCCER  
MACHINE: MASTER SYSTEM  
PRICE: £28.49  
SUPPLIER: KC'S  
COMPUTERS**

**T**he most noble of sports has been translated to games machines for many years and Anco finally got it right when they unleashed Kick Off 2 onto an unsuspecting nation. Now the Famicom has a game that looks very similar to the aforementioned, possibly because that is exactly what it is.

The basic rules are very simple: Kick a leather cased sphere around a field and attempt to hit it between two wooden sticks at either end. The winner at the end is the team that has got the ball between the sticks the most times during a certain time limit.

Pro Soccer is an overhead version of

## FOOTBALL CRAZY

**Up for grabs are two official Pro Set Card Files signed by the 1990/91 England Football Team.**



GX, along with Pro Set, have two of these terrific files to give away. Along with the 15 page file the winners will receive a box of 48 packs of Pro Set's brand new Player Card collection – part one.

There are lots of extras, including 10 runners-up prizes of 48 packs as well as checklists of both the Fixture Card Collection and Player Card Collection. All you have to do to win this exclusive prize is answer the following questions...

1. Who is the manager of the England football team?
2. Who won the FA Cup final this year?
3. Who has recently moved to Arsenal for £2.5 million?

Make sure your entries are in by 30th October 1991. Cut out the form below and send it to Football Crazy Compo, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. For more info on Pro Set cards write to 4th Floor, York House, Empire Way, Wembley HA9 0PA.

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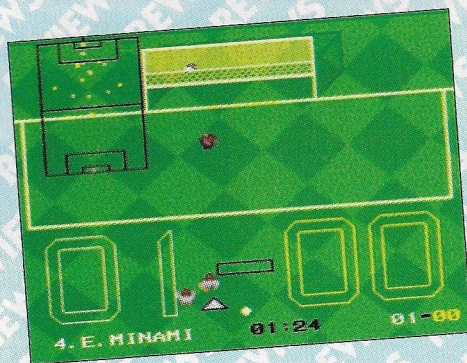
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But I also use: .....

I would like more info on ProSet cards ☐ Yes ☐ No



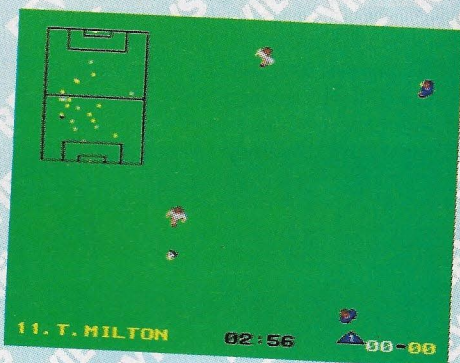
the game with each team having 11 players on the pitch. The keepers are computer controlled, or seem to be, except when a penalty is being taken; this will hand the control over to you. There is a one or two-player option where you can either play against the computer or a handy victim, er, friend.



All the options from the computer version of Kick Off remain. The different pitch surfaces can all be selected, although 'soggy' has disappeared from existence. You can opt to have wind on or off and even set the difficulty level.



There are also loads of different options that can allow you to take part in many competitions. There is a league, a cup and the world cup for you to attempt. Luckily there is also a practice option to allow you to get a little better



at the game which, believe me, you need to be able to beat the computer team.

The graphics have been slightly improved from the Amiga version, the pitches still look the same but the actual sprites have been drawn in a more impressive way, due to the fact that more colours are available for the kits. Unfortunately this has reduced the high speed of the game.

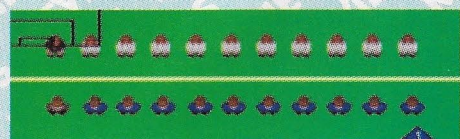
During the match you control the player of your team who is nearest to the ball. Using the control pad is simple to get the hang of but very difficult to master, the result being the same with the joystick board. Sadly this reduces the game's appeal.



The Famicom doesn't have many soccer games available for it, in fact this may be the only one. If it is then they can get better or they can get worse, this is a sort of middle-of-the-road product that is neither good nor bad.

This game is a case of what might have been. The graphics should have been left alone to keep the speed, and the lack of control over your players will put you off wanting to play again for quite a while.

If you own an Amiga then stick with that version but if you don't this isn't all that bad, although certainly not worth the asking price.



**X-RATING: XXX**

**Gameplay: 12/20  
Lastability: 13/20  
Presentation: 12/20**

**GAME: TURBO SUB  
MACHINE: LYNX  
PRICE: £28.99  
SUPPLIER: VIDEO GAME  
CENTRE**

**L**ean 800 years into the future in Turbo Sub, the latest high-speed shoot'em-up on the Lynx. Take part in both sub-aqua and air combat as you try to outwit and destroy hordes of intergalactic barbarians.

Taking the view from the inside of the ship, you face many waves of enemy attack craft. You are armed with state of the art weaponry in the form of a standard blaster and a limited supply of smart bombs.

All these can be bought and upgraded in the shop found at the end of each stage.

Each stage of the game comprises of two main sections, one above the water and one below. Both will throw a new type of enemy into your path and force you to think carefully about each move.

Don't take too long though, or you'll end up slap bang in the middle of an explosion and very dead.



Many weapons can be added to your arsenal upon entering the shop. These can take such forms as larger shots that cover a wide area or a rapid fire device that allows you to hold down the fire button instead of getting a knackered thumb!

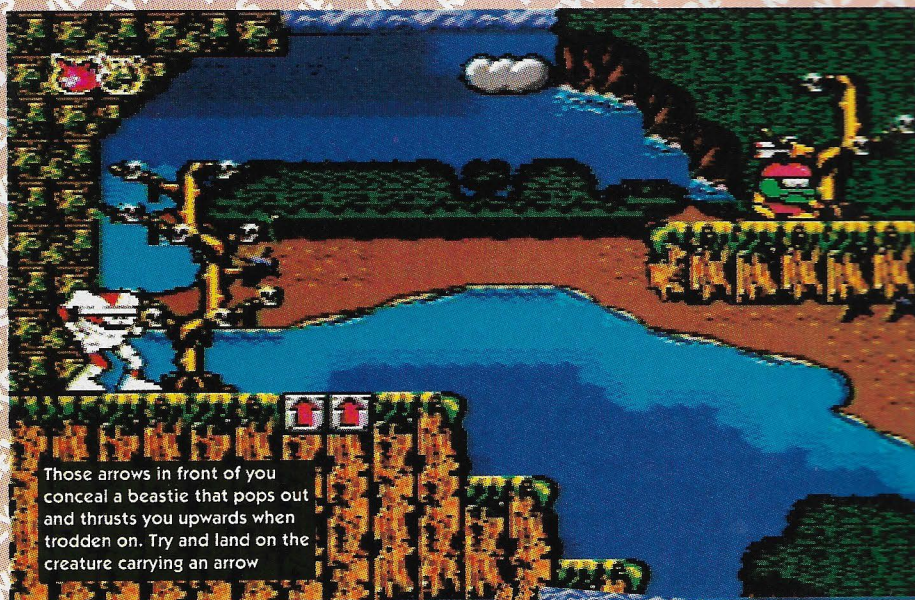
Both graphically and sonically the game is impressive. The scaling on the various enemy sprites is smooth and fast and the collision detection is pretty well spot on.

Sound effects consist of loads of blasting and blowing-up effects and occasionally you'll hear an above average tune.

Sadly the game is a little too difficult to keep the average gamer happy for long enough, the underwater sections in particular being practically impossible. However if you stick with it you'll discover a fun and challenging piece of software.

**X-RATING: XXXX**

**Gameplay: 16/20  
Lastability: 15/20  
Presentation: 16/20**



**GAME: DECAPATTACK  
MACHINE: MEGA DRIVE  
PRICE: £34.99  
SUPPLIER: VIDEO GAME  
CENTRE**

**T**wo heads are better than one; or so they say. This definitely applies to Chuck D Head, the hero of Decapattack, for he has two heads so that he can use one for a weapon.

The game is basically a platform adventure with a sort of beat'em-up element where you hit all the nasties with your second head. Around the many platforms are little things in the ground that make you do strange things, such as jump higher into the air and hop onto the head of a nasty.

Yes, it also possesses Mario elements, where you can leap onto the nut of a passing enemy and kill it as you bounce a few times, knocking it into the ground.

Sadly your second head needs to be found and until it is you just kill the beasties by thrusting your face into them (and most likely giving them a repulsive dose of bad breath), thus killing them instantly.

Obviously it is very similar to Sonic



the Hedgehog cos this has been so successful. Loads of teams are trying to equal Sonic's playability and addictiveness and fail; in this Decapattack is no exception.

OK, the graphics are colourful and humorous to look at and the game is fairly fun to play, but nobody will seem to care and will go back to their umpteenth game on Sonic.

I'm not knocking Decapattack, I think that it is a good, fun and addictive game. It's up to me to let you know that it is worth buying, even if you own Sonic. If you don't, you could do a lot worse than this.



**X-RATING: XXXX**

**Gameplay: 13/20  
Lastability: 14/20  
Presentation: 14/20**



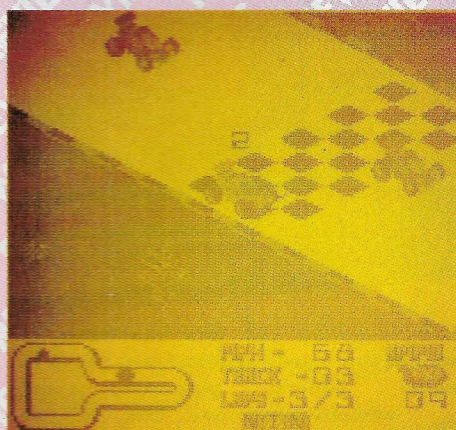
**GAME: SUPER RC PRO-AM**  
**MACHINE: GAME BOY**  
**PRICE: £24.99**  
**SUPPLIER: VIDEO GAME**  
**CENTRE**



Hit a patch of oil and you'll spin out of control

**S**uper RC Pro-Am was a highly popular radio controlled racing game that first appeared on the NES. Race around 24 tortuous tracks against both your mates and the ruthless computer.

RC Pro-Am is a racing game for up to four players with the aid of the adaptor (sold separately), or two players using the standard game link cable. Competing in one-player mode will put you up against three computer controlled drones, each one progressively increasing their performance as you race through the tracks.



Controlling your car couldn't be simpler. Use the direction pad to steer left and right, hold down button B to accelerate, while tapping A will fire the weapon your vehicle is armed with.

Weaponry is collected by driving over one of two icons, either the missile or the bombs. Picking up the missile will fire a deadly shell to the front, whereas the bomb explodes to the rear taking

any nearby cars with it. Further bonuses include extra 1-ups, additional ammo and a roll cage, as well as power-up items for your car.

These include improved tyres which increase your handling, a more powerful motor which boosts the top speed and finally a larger battery that speeds up your acceleration.

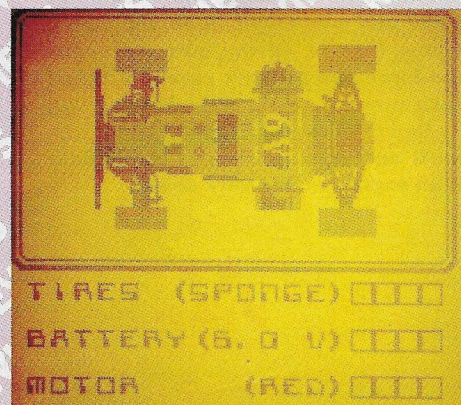
There are three cars to race with, a new one being awarded every time the word Nintendo is spelt with bonus letter icons. You start with a slow RC Racer, but you can soon increase to the Speed Demon and finally the fastest car of all, the Spiker.

As mentioned before there are 24 tracks to race on, the first five being relatively easy with the later courses scattered with obstacles. Puddles slow your car down when driven through and racing across an oil slick will send you into a spin. Cones stop movement altogether with sand dunes temporarily slowing your car.

The RC Pro-Am equipment upgrades are as follows. When you begin the car will have sponge tires, a six volt battery and a red motor. The next stage is rubber on the wheels, 7.2V of power and a black engine. Next ribbed treads, an 8.4V power pack and a black electric motor. Spikes are the next best tyre, combined with a large 9.6V cell and a gold engine.

Finally the very best set-up available is lugs for the tyres, a 12 volt battery and the top-notch No 1 motor.

In my opinion Super RC Pro-Am is the definitive racing game on the Game Boy. The 3D isometric view is rather unusual but works remarkably well. The controls are perfect for this type of game and

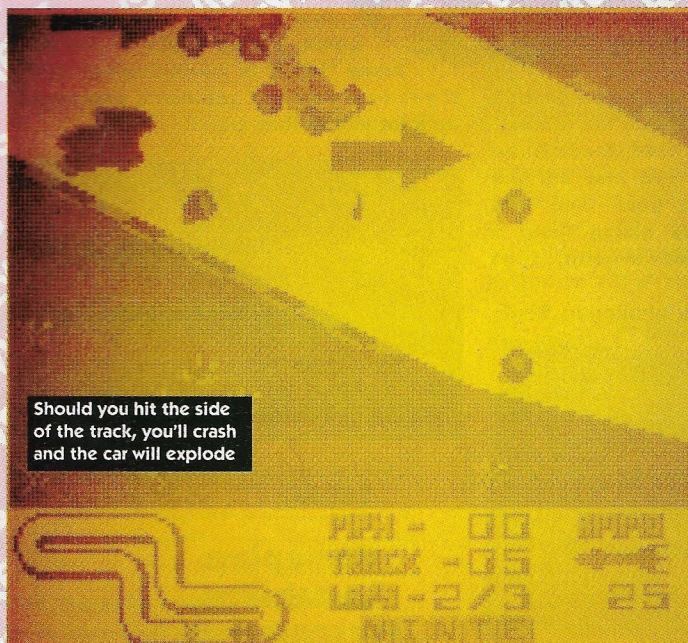


prove responsive in practice. Graphically the game is impressive. The cars may be small but the scrolling is silky smooth and updates quickly to keep your car in the centre of the screen.

The sound is just as polished, and features a number of little dittys plus an array of crisp sound effects. Overall the most enjoyable Game Boy cartridge I've played in a long, long time.

**X-RATING: XXXXX**

**Gameplay: 18/20**  
**Lastability: 17/20**  
**Presentation: 16/20**



Should you hit the side of the track, you'll crash and the car will explode

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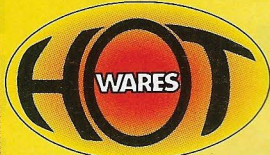
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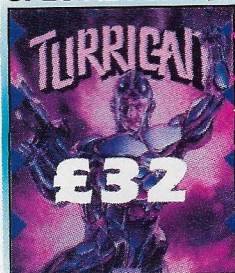
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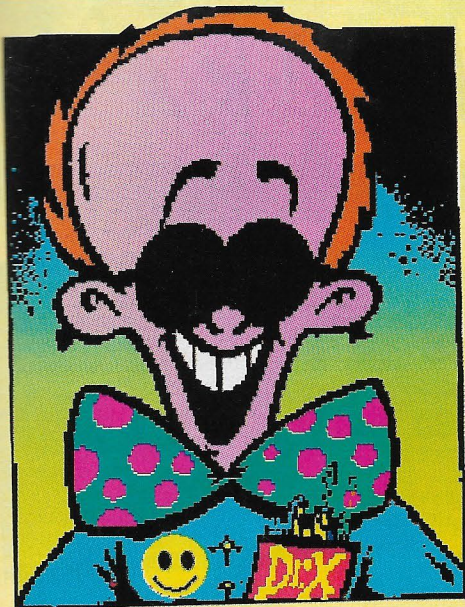
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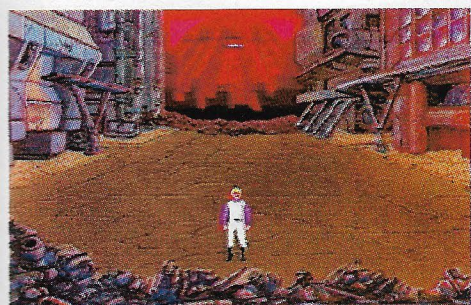
# DrX

**G**ood day to you fellow computer gamers and welcome to my humble column (well, it's not humble at all really!) As you should know by now, I'm Doctor X, the GP who can solve all your problems related to video games of any sort, shape or colour. All you have to do is drop me a line telling me about your problems. If you're feeling particularly generous, throw in a fiver for good measure. Remember, send the letters to: Dr X, Games-X,

## SPACE QUEST QUERY

Please help me Doc. I'm have come to a dead end in the excellent PC game, Space Quest 4. I have made it onto the space shopping mall but I've come to an abrupt halt. I have got most of the items but which plug do I buy from the Radio Shock? When I do buy one, what do I use it for?  
Arran Famish, York.

**Dr X:** Don't buy a plug unless you have visited the super computer on the space station (or Xenon, I forget what it's called). Travel back in the time pod left by the sequel police in the arcades, then use the jar of acid on the lock on the door. This will open it, allowing you to walk through.



Having problems getting Roger's plug to fit. Examine the slot properly, wiggle it around a little, then slip it in the hole

Use the cigar to show the laser beams in the next room, then rotate them, using the keypad on the right so you can safely walk past. Finally, examine one of the small terminals on the railing before returning to the shop and buying the correct pod. The plug allows you to link up your portable computer to the main frame and lets you see the patrolling robots.

## POKE IN THE EYE

I have recently purchased the acclaimed Eye of the Beholder for my absolutely amazing PC. I have written for your assistance on level 2. After I took the stairs down from level 1 to 2 I explored the routes leading to the left, straight ahead and to the right. I am now stuck! On the map it says that there should be another passage leading to the left if you take the left route, but all I find is one

big, stubborn wall! Would you please help me cos I've tried virtually everything my brain cells can conjure up.  
Thomas the stud, Waterdeep.  
PS Eye of the Beholder is undoubtedly superior to that pesky little game called Dungeon Master.

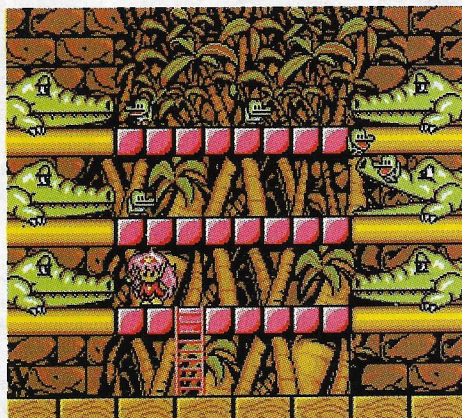
**Dr X:** If you think EOB is better than DM you can bog off! Dungeon Master was the first classic game of this genre to appear and in my opinion it is still the best. Long live FTL! Onto your problem with the Eye of the Beholder. You say you have explored all three routes so there should be no problem.

This is because a secret passage will open when you have thoroughly searched the entire area. Keep an eye out for walls which aren't really there, but are in fact illusions. A lot of doors may need forcing in order to pass by and the level does include 180 degree spinners so watch your compass!

## RODLAND FROLICS

Doc me old buddy, got any tips for Rodland?  
Paul Court, Chichester.

**Dr X:** Blimey, you know how to keep things short and sweet, don't you. Luckily for you, yes, I do know one or two tips for this excellent conversion. The first one is as follows. If you find a level particularly difficult, try and find a safe spot in which to wait. Stay there and the



A piece of sticky tape is the key to earning billions of points in Rodland. Tape up your button and let rip on the little crocs that spring towards you

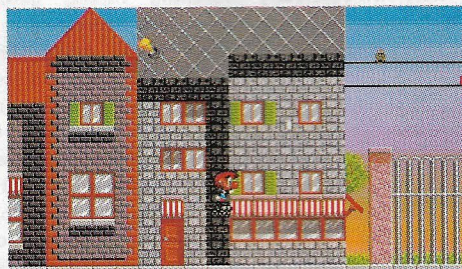
monsters will eventually change into blue clouds. This makes them easier to defeat. Leave them longer and they'll disappear, thus completing the level for you.

The next tip is for the end-of-level guardians, the crocodiles. Kill all the little crocodiles spat out by the larger ones, then kill five out of the six big reptiles. When you only have one left, stand a little way back and keep firing with the aid of an autofire or a piece of tape over the button. It is possible to kill every little croc and clock your score to a massive amount.

## BONNIE RONNIE

Please, please help cos I am stuck on the fourth level of Rolling Ronnie. I own an Amiga and I'm having problems getting a job. I have managed on the previous levels but I have had no luck here.  
Jonathan Kemp, Derby.

**Dr X:** I think I know exactly where you're going wrong as I had the same problem myself, although I didn't need someone to tell me how to solve it! Before you get



On level 4 in Rolling Ronnie, make sure you leave at least one pocket free, otherwise you won't be able to get a job to complete the stage

a job you must make sure you have at least one empty pocket. Do this and you should complete the stage.

## BUBBLE TROUBLE

I'm stuck on Bubble Bobble. I know this game is really old but I'm still stuck early on in it. (I'm not going to tell you which level because



An easy way to score extra points in Bubble Bobble is to blow bubbles around the nasties, then let them free. Catch them again and the bonus points double!

you'll laugh at me!) I just wondered if you have any tips that you could divulge to a lowly games player?  
A Bell, Brighton.

**Dr X:** Hello, A bell, funny name you've got there, but we're not all as lucky as myself, eh? It so happens that I know of one useful hint in Bubble Bobble - blow bubbles on the enemies to encase them, then break the bubbles to get the bonus. Funnily enough, if you do this a few times you'll complete the game.

Seriously though, bubbling the monsters is the key, then if you're feeling confident let them escape. Keep repeating this as much as you want, but watch out as they speed up every time. When released, the bonus for catching them doubles. Therefore, if you repeat the process three times your score will soon rocket.

# BUDGET BONANZA

## MEAN MACHINE

**CODEMASTERS OUT NOW**  
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**L**ike Sky High Stuntman this is yet another new release from CodeMasters and it shows its commitment to producing new, cheap products rather than just pumping out old stuff at a low price.

The concept of Mean Machine isn't particularly exciting since it's nothing more than a vertically scrolling racing game



incorporating the now obligatory weaponry bits. You take part in a race against a group of other vicious drivers as you screech

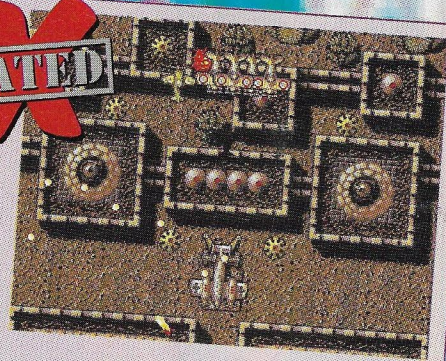
along the track jumping over rotting heaps of junk and collecting weapons and extra points.

It's a reasonably playable little challenge but it's not exceptional. However, if you like this type of thing it ain't bad. Personally I found that CodeMasters' previous driving game Miami Chase was considerably better.

**X-RATING: XXX**

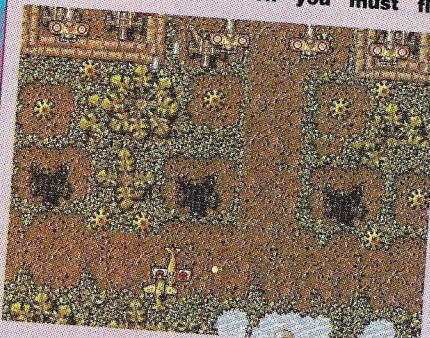
## SKY HIGH STUNTMAN

**CODEMASTERS OUT NOW**  
16-BIT £7.99 8-BIT £3.99



**N**ames can be deceptive, especially when they concern computer games. Chances are that many of you would never guess that this was a fast and furious blast'em-up if you just saw it sitting on a shelf. Come on, admit it! With a title like that?

The first thing that springs to mind when you see this is that it looks decidedly like the ageing classic 1942. You take control of a small and nippy fighter plane in which you must fly



through war torn areas of Europe. En route you must avoid enemy gunfire and blast your way through the highly advanced defences.

On your journey you will be forced to do battle with squadron upon squadron of enemy planes, along with homing missiles and giant battle fortresses. It's all addictive and playable stuff, so if, like me, you're a fan of shooty-shooty games you'll love this.

Graphically it's not particularly brilliant, however this is not to say that it's bad. The scrolling is smooth and glitchless and the overall impression given is one of quality. For the price it's an absolute bargain!

**X-RATING: XXXX**

## BATMAN - THE MOVIE

**HIT SQUAD OUT NOW**  
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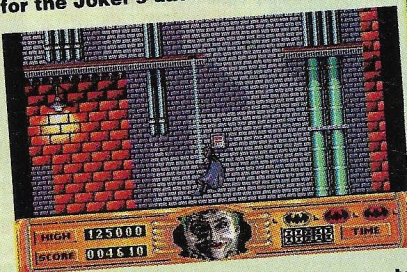
**H**ailed as a classic game when it was first released a couple of years ago, Batman certainly shows both its age and its pedigree. Loosely following the plot of the movie the game allows you to progress through different levels which include platforms, driving and flying sections.



You begin in the Axis chemical plant where the evil Jack Napier is reborn as the Joker. Here you must do battle with smiley chops' thugs as you attempt to escape and find some of your fabulous toys.

Later levels see you driving the Batmobile around the dark and dingy

streets of the hell-like Gotham as well as flying the formidable Batwing to thwart the Joker's horrific carnival. Your job is never an easy one and you'll always have to keep an eye out for the Joker's dastardly men.



Graphically the game manages to capture some of the atmosphere of the film, especially in the 3D flying and racing sections. Gameplay is of a reasonable standard, so if you like the bog standard Ocean style movie license title you'll probably love this.

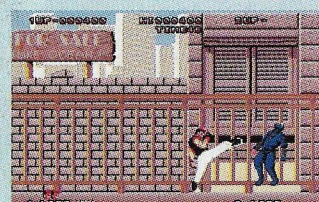
Personally I found it a little boring but our Brian swears blind that it's super. I suppose there's no accounting for taste.

**X-RATING: XXX**

## DRAGON NINJA

**HIT SQUAD OUT NOW**  
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**B**asically this is one of your bog standard scrolling run-along-and-beat-up-the-bad-guys type yawn inducing affairs. You play the bad dudes who run along showing off how supple



they are by kicking and punching the Ninja assassins by means of the most ridiculous moves to grace a screen.

Your opponents are armed to the teeth with all manner of sticks and spiky things and they will attempt to prod and poke you with considerable force until you're completely dead.

Graphically it's really quite awful, due mainly to the fact that the background graphics look naff, the sprites are jerky and the scrolling is dodgy to say the very least.

On top of this the gameplay is really quite intensely boring so my advice to you is to keep your money in your pocket!

**X-RATING: X**



WITH 1Mb RAM

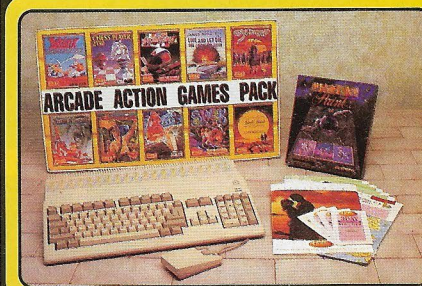
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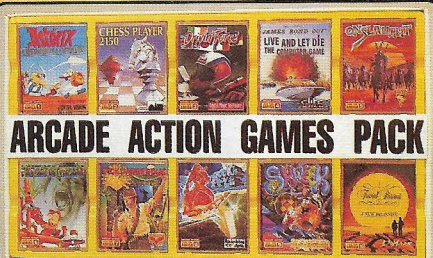
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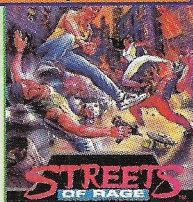
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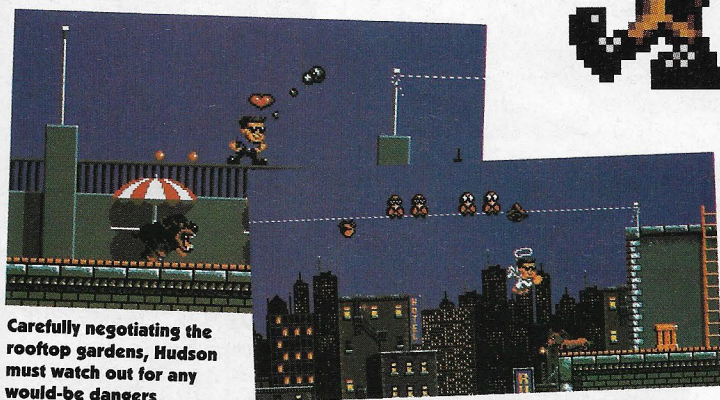
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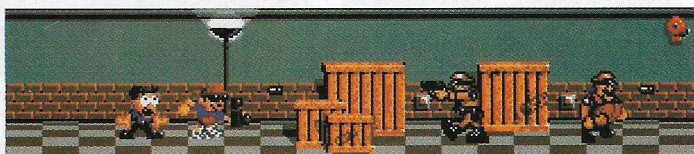


# Sneaky Peek

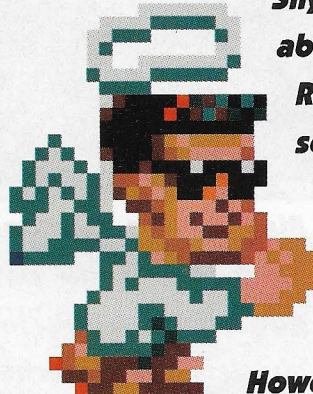
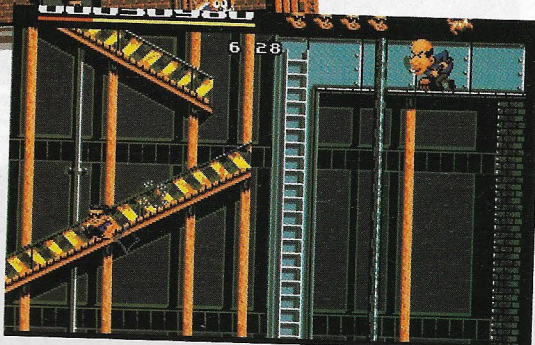
# HUDSON HAWK



Carefully negotiating the rooftop gardens, Hudson must watch out for any would-be dangers



While checking out the interior of the Vatican, our hero must be wary so as not to trigger off any hidden security alarms, or else...



**Shy? Sensitive? Law-abiding? Polite?**

**Respectful? I don't think**

**so! Hudson Hawk is**

**nothing but a low-down, cheating rat bag – the type of guy who'd steal candy from a baby.**

**However, it turns out that the quick-witted thief also has a conscience...**

It seems Hudson's infamy has spread across the globe. It was one fateful day that our hero

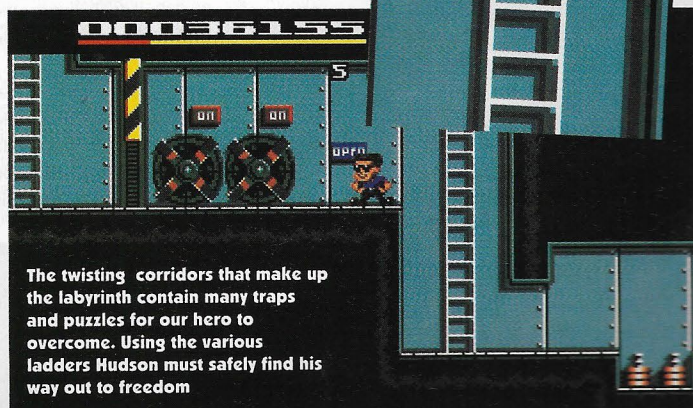
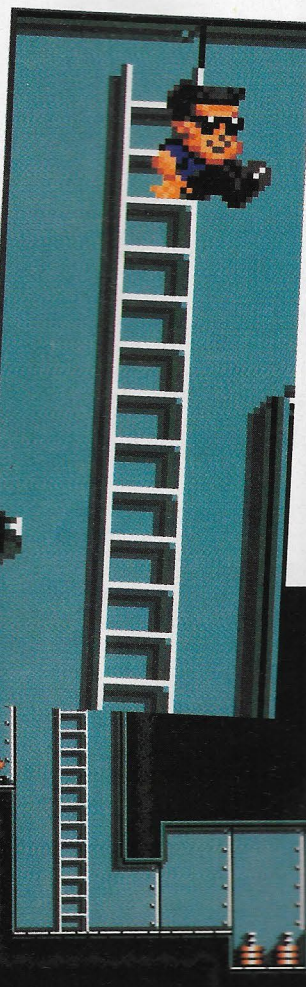
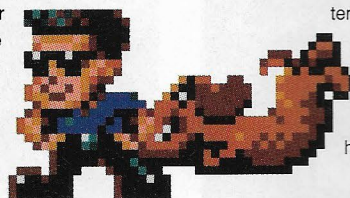
received a letter postmarked the Vatican! It so happened that a terrorist group calling itself the May Flower Organisation had cunningly stolen a precious artefact from his Holiness.

The Vatican has called upon you, one of the world's leading thieves, to steal the sacred mirrored crystal back. Meanwhile, Hudson Hawk has found himself blackmailed by the very group he's trying to stop. So, secretly working for the Pope, Hudson has to attempt to steal what the Mayflower boys want.

## DOUBLE AGENT

A cartoonish platform romp, Hudson Hawk will soon be released by Ocean. The game features a range of puzzles for players to overcome. En route our hero, armed merely with a boxing glove and a seemingly endless supply of baseballs, will encounter a mass of security guards.

Using these simple items, together with his lightning reactions and cunning, Hudson must fool the terrorists and save the Pope's goodies. It's certainly not going to be easy but, boy, will you have some fun trying!



The twisting corridors that make up the labyrinth contain many traps and puzzles for our hero to overcome. Using the various ladders Hudson must safely find his way out to freedom

# Sneaky Peek

## KNIGHTMARE

*Play Double Dare on the telly and the worse thing that could possibly happen to you is a good old gunging. In Knightmare, it's a lot more sinister and treacherous. Jason Spiller treads carefully into Mindscape's computer game version of the TV dungeon game, designed by*

*Tony Crowther.*



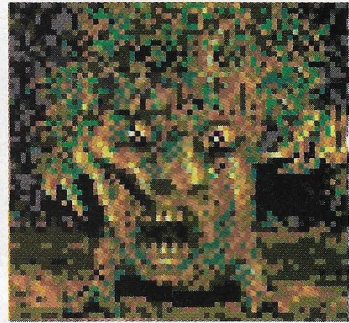
designed by veteran Tony Crowther, with sonics and atmospherics from music genius Richard Joseph.

Four perilous quests await you in this world and each must be successfully completed in order to amass the knowledge and strength to defeat and banish the evil nemesis, Lord Fear.

Such a task is enormous, requiring perspicacity, initiative and guile. Few will emerge from the dungeon with their lives... fewer still with their sanity intact!

The most important task for Crowther and team was to recreate the combination of realism in a surreal, fantasy atmosphere, created by advanced and expensive

3D in the telly programme, on far more



humble computers. On TV this is achieved by superimposing the dungeoneer on the background.

Blinded by the Knightmare helmet, he is really walking in a set of solid and tangible objects. The computer generates the graphics, and hand drawn illustrations set the fantasy scene for his guides and the viewers.

### COMPLEX CONUNDRUMS

A fine example of this can be found in a sequence, shot earlier from a helicopter, in which an adventurer is sat on the back of a dragon, swooping over fantasy scenery. The computer game is designed using conventional graphic methods, but the result is impressive.

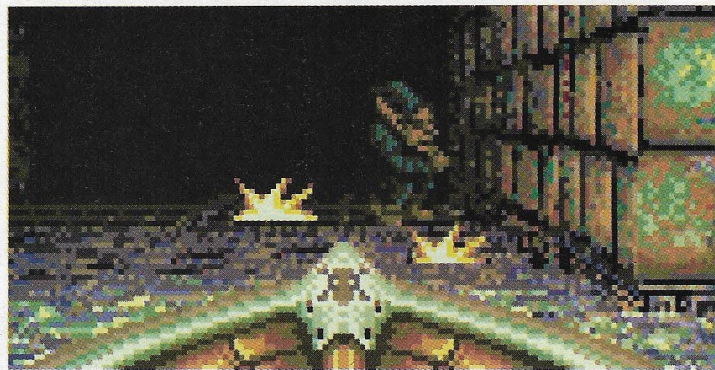
Knightmare's game system is based on the award winning



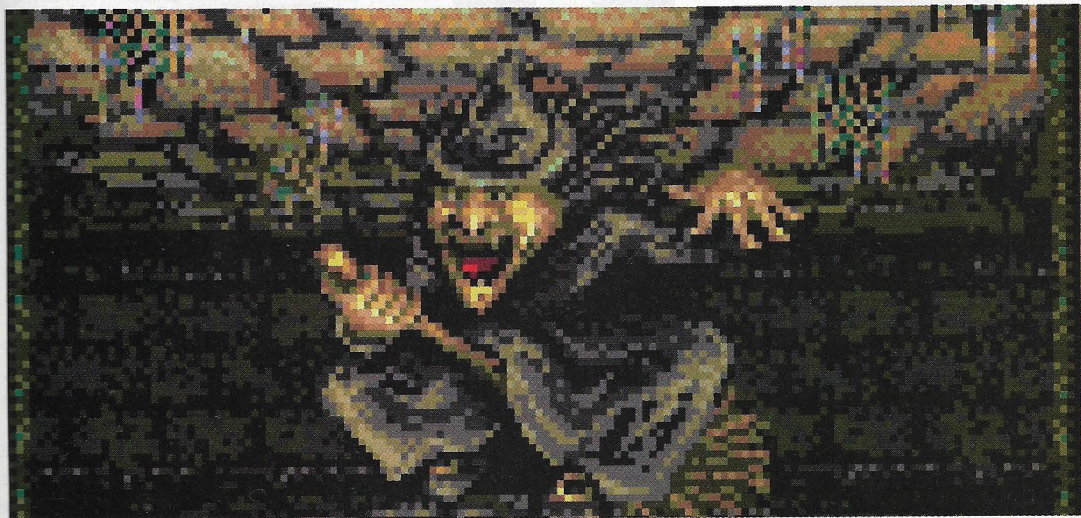
“There is another place, a different world, a certain time.” Treguard, the dungeon overseer, is full of profundity, but I wouldn't trust him any further than I could throw him – he seems to delight in dungeoneers coming to a sticky end.

However sinister and treacherous the Knightmare dungeon, it failed to deter some 25,000 kids between the ages of eight and 16 applying to appear in the new series.

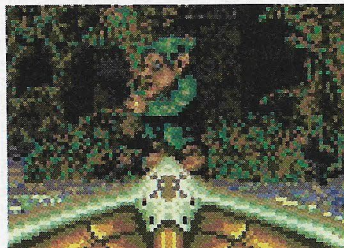
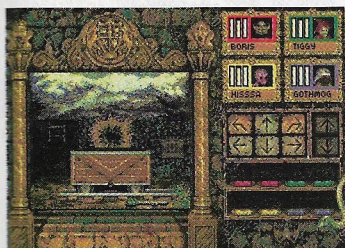
Mindscape's late November release has certainly got some pedigree! It is based on Granada Television's award winning dungeon quest game, Knightmare. The game is



**Need something more than a piddling gunging to whet your appetite? A few blasts here and there and a bit of wisdom from Treguard (!) will do you the world of good**



(Above) Brace your teeth, pull on your Fair Isle sweater and prepare for a severe case of the collywobbles cos Lord Fear is hell-bent on taking the 'K' out of Knightmare



adventure Captive, but with a new approach to the generation of elaborate puzzles added to the basic structure.

Knightmare's program is much more sophisticated with the puzzles and levels actually designed by hand.

Each quest gets more complex and taxing than the last, and spells, weapons and also tools are introduced into the puzzle every step of the way, as well as magic spells which must be mastered. If not, you may land in deeper

trouble. Spells have many uses. They can, for example, cause death and destruction, heal fellow questors and even conjure up spirits.

Knightmare has been designed to combine aspects of physical control with a comprehensive icon system. This allows you to make decisions, as well as find answers to complex problems, conundrums and life threatening situations.

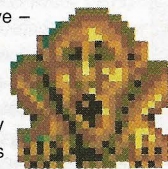
The atmosphere has been effectively recreated, with a constant stream of problems, both

physical and ethereal, to overcome. Make the wrong decision and the layers of life are stripped from your valiant questor. It's an eery experience!

Treguard: "Best to think of the quest as a living thing! Though it does not live as you live – rather it does not die." Chillingly profound...

After a decade of game design, Tony Crowther believes Knightmare is the finest offering he has ever produced.

It exceeds even his highest expectations. He said to *Games-X*: "Knightmare has everything that I wanted Captive to have but, due to time, constraints were left on the drawing board. Knightmare has great depth and the well-known features of the TV show add more character. It will be available in November on the Amiga and Atari ST.



## CLASSIFIED ADVERTS

This is where you can make some cash and give other readers a chance for a bargain by advertising any bits and bobs, consoles, computers, etc. that you don't need or want any more.

We do not accept adverts for software formats (sales or swaps) that are copyable - that means disks and cassettes, and no trade ads either!

• Nintendo Gameboy UK pack with Tetris etc. and Double Dragon, Game Light. Everything Boxed. £60. Will split. Phone (081) 691 7456 after 6pm and ask for Kim Wen.

• Speccy +2. All leads, 300+ games, joystick Multiface interface and much more! Worth £350+, sell for £190 ono. Ring (0533) 777016, 4:30 weekdays.

• Sinclair Spectrum 128k for sale, laser gun, joystick, booklet and test-tape. £70 without games, £100 with a pack of games. Phone (0254) 54648 after 4pm for more details.

• Lynx Blue Lightning cart. Swap for Rygar, Slime Worlds, Ninja, Electro Cop, Zator or Gates of Zendecon. Tel: (0483) 502183.

• Master System games to swap or sell. I will also buy your games. Tel: (0223) 316896 or write to Ken Chung, 47 Akeman Street, Cambridge, CB4 3HE.

• Sega Master system tips mag. Only 60p. Send 60p to 104 Dunsberry, Bretton, Peterborough, Cambs, PE3 8LB. Oh, and a S.A.E. please.

• SWAP course fishing outfit, rods, reels, seatboxes, brolly, camp, for Amiga 500 and games, or Atari ST and games, or sell for £450 ovno. Phone London (081) 318 1782.

• Lynx games, Slime World, Chess, Rygar, only £20 each. Save £10 on each game. Call Wills on (0273) 772646. Absolute megabargain, brand new! Won't last long, call quick!

• Nintendo Metroid game. Swap for Snake, Rattle and Roll, Double Dibble, Double Dragon or £20. Tel: (0900) 826062.

• C64 New model for sale. £450 worth of software incl. Robocop 2, Chase HQ 2 and Cyber Chall. on cartridge. Worth £650, will sell for £200 ono. Phone (0302) 361803 after 4pm.

• SWAP Game Gear with three games, Monaco, Wonderboy, Shinobi, car lead and adaptor (mains). Everything still boxed and guaranteed for Megadrive with games in box. Cambridge number (0223) 210203.

• Spectrum 128 +2, with games, joystick and interface. £90 ono. Phone Bill on (0327) 40701.

Now that the summer's over, I decided that it was time for a subtle face-lift, so let's welcome the classified ads! They're free, so if you're interested read the rules, fill in the form, and Bob's your uncle! Write to: **X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

# X-IT

## TIME WARP

Seeing as you're a man of the world (oh, really - Unc) could you please tell me where I can get a copy of Final Fight on the Amiga.

I've tried all my local computer shops but I'm always told that it's not out yet. I read in issue 24 that Bobbi Sochi has played the game on his friend's Amiga but hasn't got enough money to buy it himself.

**Frank Albert Stuart Taylor (FAST for short), Blackpool.**

*Well it seems like the shops in your area are a little behind because the Amiga version of Final Fight is currently available. If you fancy a trip to Macclesfield you'll be able to secure yourself a copy. I can only suggest that you phone around a number of shops until you're successful.*

## IDEAS MAN

First I should tell you that your mag is great. I have been crying out for a weekly mag for ages. You get the latest news, previews and reviews, and you have the perfect balance between adverts and actual mag (steady on there - Ed).

Can you please tell me why Mega Drive owners hate Amiga owners so much, and why they don't believe that 4,096 colours can be shown on the screen at one go. As you can probably tell I am begging for a T-shirt. I have a few suggestions for the mag:

1. A game release diary would be good, giving dates for the up and coming games for the week.
2. Don't have posters. Your mag is already little(ish), so this would use up more room.
3. Console owners obviously don't like cover-mounted disks, so when you do, produce a smaller mag (possibly Games-X +), just for consoles and sell it, for say 30p. Then cover-mount the other mag and sell it for a few quid with just computer reviews.

I would like to nominate Nicholas Austin from Wolstanton High School as Loon of the Week because he reckons that Amigas aren't 16-bit, but 12.5-bit.

**Andrew Herbert, Stoke-on-Trent.**

*I don't think that Mega Drive owners really hate Amiga owners and vice versa, each group just believe that their machine is the best. If you take a look at the last page of the news each week you will notice a black box with the headline, 'what's out and when', this is the release*

## THEY DO EXIST!



Here are a couple of exclusive photos of a Games-X T-shirt to all those people who haven't got or seen one yet. Why don't I join your team and you can pay me loads of dosh to write a column each week. Anyone want to join my fan club?

PS I've got a T-shirt so you can send me an Atari Jaguar instead.

**James O'Connell, Upper Norwood, London.**



*Living proof that the infamous GX T-shirt does exist. Take a good look you lot because it's probably the nearest you're going to get to one. I'm afraid we're not that desperate to have to let you work here... mind you, we do have Bri on the team!*

*schedule and it is updated each week. There are a lot of readers who really like the posters. So to keep everyone happy, well as happy as possible, we only run posters in some issues.*

*There is lots in the mag which is of interest to all our readers. Also what about those readers who own both a console and a computer? Oh, Nick, you're a loon.*

## GX ON THE STREET

I don't think people in Weatherfield read Games-X. I was watching Coronation Street on the 2nd October and Rita Fairclough still had the preview issue on the shelf. It was behind Reg Holdworth's head, that issue is 23 weeks old and I think it's about time they had a new one. After all it is a newsagents.

I think the mag is great and it has filled the gap in the market perfectly. I'm glad to see that Console Connexions is getting bigger. I own a Mega Drive and it is great.

PS I heard that Hugh Gollner is really

## UNCANNY RESEMBLANCE

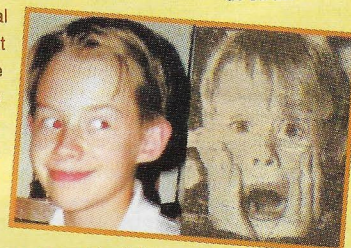
Separated at birth?

**HOME ALONE LETTER**

I own a Game Boy (original beginning, huh?) and I'd just like to ask you if I could have a Games-X T-shirt. I thought it would be original for someone to ask straight out for once because I have got fed up with people going around the houses and trying to wean either a game for their computer or a GX T-shirt out of you!

PS What do you think the best game on the Game Boy is?

**Stephen Oakley, Woodford Green, Essex.**



*Seeing as you were straight with me I'll return the favour... and no, you can't have one! Castlevania II certainly gets your adrenalin going.*


Name .....

Address .....

Post code .....

Post to: Games-X Classifieds, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

**FREE!**

good at Lotus 2. (Snigger, snigger, I bet he edits this bit).

PPS I didn't ask for a T-shirt but I do take a size large.

PPPS How come you've changed the logo from green to blue. It looks better blue anyway.

**Graham Moore, Newport, Gwent.**

You were one of numerous people who caught a glimpse of the mag on the Street. Obviously the cast are avid readers of GX, that's why there wasn't a recent copy on the shelves.

You've been reading a certain other mag haven't you? For the rest of you out there, at a recent Gremlin press launch Hugh got mixed up with which car was which, while competing in a two-player game of Lotus 2.

He admits to being a mite over zealous on the occasion, but rumour has it that if it wasn't for some dodgy business later on he would've come second in the tournament behind Doug Johns of Amiga Action. Still, it makes you think twice about being a passenger when he's behind the wheel!

### LYNXING UP

In Issue 23 (26th Sept-2nd Oct) you reviewed the Lynx 2. Unfortunately you did not mention whether it accepts Lynx 1 game carts or whether it will be possible to use a comlynx to connect the Lynx and Lynx 2 for head-to-head play.

**M Austin, Glasgow.**

The Lynx 2 is more or less the same machine as its predecessor with the main difference being a redesigned case. You'll be pleased to hear that the carts are compatible and you'll also be able to link-up the two machines.

### ONE MEG WONDER

I have had my Amiga 500 for almost a year now and have some questions for you to answer.

1. Will Monkey Island 2 and Indy - Fate of Atlantis be one meg only?
2. What good one meg games are available?
3. Is Creatures going to be released for the Amiga?
4. Is Anco going to bring out the

European data disks for Kick Off 2?

5. Are staff writer Brian Sharp and assistant art editor Rob Sharp related?

It would benefit me greatly if you would bother to answer my questions. PS I think that using percentages in a scoring system is a good idea because it gives more precise ratings.

**Graeme Allan, Lanarkshire, Scotland.**

1. It is very likely, but as it is not going to be released until after Christmas nothing is definite.

2. You didn't say what type of game freak you are. However, going from your previous question, why not give Dungeon Master a go.

3. Hopefully, yes.

4. Not in the foreseeable future. The next release from Anco is Player Manager and then Kick Off 3.

5. Maybe in a former life! (No! Not even then - Much Aggrieved Asst Art Ed).

## TEAM TALK

Very dull week. Scoop is annoyed with his computer because he yearns for the return of his broken Mega ST. Maybe it's so he can sit and play Magic Pockets all the time, or he may do some work! Who knows? (I'd reckon Magic Pockets - Ed)

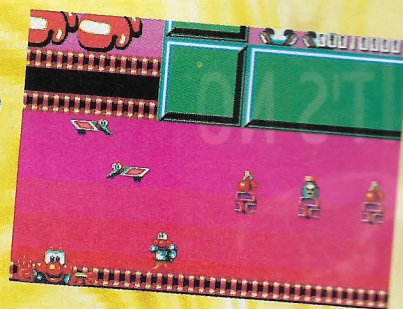
Brian is cherishing his review copy of 'Vic Reeves and The Wonder Stuff 7' that came through the post, it means he doesn't have to go out and buy it, the stingy little...

The art department has acquired a game called Cosmic Osmo. This means that strange noises can be heard drifting over from its isolated corner. (So no change there - Ed).



# NEXT WEEK out Thursday 24th October

## ★ Two Games of the Week - Robocod and Populous 2



## ★ Sneaky peeks of Legend of Darkmoon: Eye of the Beholder 2 and Abandoned Places

## ★ Magic Pockets player's guide

## ★ Fatal Rewind and Shining in the Darkness on the Mega Drive, with Scrapyard Dog on the Lynx

## ★ We talk to Bullfrog about its new game, Populus 2

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# TERMINATOR™ 2

## JUDGMENT DAY

IT'S NOTHING PERSONAL

**T2**

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ZZAP 64

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## YOU ARE T-800

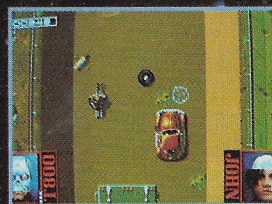
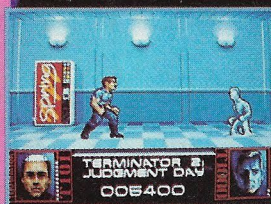
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FREE T2 1-SHIFT  
FREE T2 2-SHIFT  
FREE T2 3-SHIFT